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# The Closed Openings in Action

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# ANATOLY KARPOV

Translated by Ian White

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# Introduction to the four volume series

This publication consists of four volumes: 'The Open Game in Action', 'The Semi-Open Game in Action', 'The Closed Openings in Action' and 'The Semi-Closed Openings in Action.'

What sort of books are they? It is difficult to define them exactly. Three aspects come to mind instantly.

1. These books contain games from the past few years, especially the period between 1984 and 1988, which have been the most interesting and valuable for opening theory. The games included are mainly by well known grandmasters, including the most important games between Kasparov and myself in our four world championship matches. Also included are games that developed further innovative and original opening ideas, first used in these matches.

So, first of all, these books are a selection of grandmaster games from the past few years with interesting opening ideas.

2. As we have already noticed these games are chosen according to the openings. But it is not only a matter of choice but of the form of presentation. Each of the main games concentrates on one particular opening, and within the notes to each game there are many references and even other complete games. So some of the main games look like an opening note and some even like a whole article. The notes to the main games often refer to earlier or later games, so the information on the opening idea can be presented in the context of its development, how it was perfected and refined. While commenting on the main games I am often "distracted" by my recollections of the examples of other grandmasters or of my own examples. I hope that these "lyrical deviations" will not confuse the reader.

Thus, secondly, the books are a selection of opening discussions that are devoted to the most critical openings, variations and plans played by grandmasters during the past few years.

3. The book includes many games played by the author. This is not surprising, as in less than ten years I have played six world champion-ship matches—two with Korchnoi and four with Kasparov. As is well known, in any duel for the crown, the best developments of opening theory are used, and new ideas are born that attract huge attention and become very popular. As I have already mentioned, these books contain the most valuable theoretical games from my encounters with Kasparov. Apart from these, I have included games played by me inbetween these world championship matches, none of which have been previously published with my notes in English.

Therefore, the third aim of these books is to be an addition to the selections of the games of the twelfth world champion during the years 1984–88.

Thus, the main idea of this series is to cover the modern state of opening theory, the most popular variations which occurred in the tournaments and matches of the mid-1980s using grandmaster games of recent years. Having become acquainted with the games in any one of the four volumes you will have sufficient knowledge of the most critical openings, variations and innovations which have attracted the close attention of theoreticians and players. You will be able to follow the development of the opening ideas and additionally their realisation at the highest grandmaster level. In this sense these four volumes are a true reflection of their titles. By going through the games you will acquire a lot of useful information on the openings in action and learn the latest developments. At the same time it is difficult to guarantee that you will be able to overpower any grandmaster in the chosen opening! Nobody has managed to write this sort of universal book and I doubt that it is possible at all. Playing successfully in the opening depends not only on the information you possess about the opening, or how many variations you remember, but more on your ability to find new opening ideas and exploit them over the board. You also need a mastery of playing the middlegame and the endgame.

Although the attention in these books is concentrated on the opening stage of the game all the main games are given from the beginning to the end. I think that going through the whole game is very beneficial because it allows the reader to trace the connection between the different stages of the game. The opening reference books consist of thousands and thousands of variations which usually come suddenly to an end in the most interesting place. I recall how sometimes I look through a game and it breaks off with an assessment of "unclear play", and regret that it is not possible to see how it ended. In this series this sort of disappointment is not going to befall the reader.

There is another consideration. Imagine that when the game is interrupted like this we are told that White has the better chances. But the question of the exploitation of this advantage is left open. At the same time, studying the connections between the middlegame and endgame is most important for an improving chess player. That is why the idea of this series seems good to me. On the one hand, the reader can enhance or broaden his opening repertoire and on the other hand the actual reading will not be a boring memorisation of a countless number of variations. The value of studying chess as a preparation for tournaments will increase considerably if you do not limit yourself by just getting acquainted with an opening but if you also analyse the

grandmaster games to the end. The use of a small opening advantage, the art of transition from an opening to a middlegame, the technique of defending a difficult position—all these methods of play have great importance and much attention is devoted to them in these games. In the end I took into consideration that the actual acquaintance with exciting grandmaster games brings pleasure in itself!

The apparent difference between this series and specialised opening books is, firstly, that I have covered only fashionable openings and, secondly that even from them, I have picked out the most popular variations and systems. And this is understandable, because modern opening theory is so fully developed that detailed analysis of some individual variations would take as much space as any one of the four books. At the same time the games that I have annotated, as was mentioned before, were chosen with the aim of embracing the majority of the fashionable variations including many from the world championship matches.

I want to say some words about the structure of the four volume series. As is well known, chess openings are normally divided into three groups—open, semi-open and closed. This classification was formed as far back as the end of the last century and the beginning of this one. There was a time when 1 e4 was almost obligatory. If Black replied 1 ... e5 it was called an open game, if 1 . . . e6 then semi-open, and all the rest (there were not many) were called closed. The situation has changed substantially in recent years and the popularity of closed openings has been continually growing. The number of games played with closed openings these days is probably higher than the number played with open openings and semi-open openings together. Thus it is possible to assume that there is a need to split closed openings into two classes closed and semi-closed. Consequently, closed opening become the symmetrical systems—1 d4 d5 and 1 c4 c5, and semi-closed openings become the asymmetrical systems—1 d4 (1 c4) ≥ f6. Although this classification hasn't been settled yet I believe that it will be official quite soon. Anyway, this classification is used for the four volume series.

Here are the statistics of the openings of the first three matches between Kasparov and myself.

open games—12 games semi-open games—14 games closed openings—52 games semi-closed openings—40 games

(120 games in all from the four matches). As you see, closed openings (mostly the Queen's Gambit) are played more frequently even in the

new classification and, using the old classification, their predominance would be overwhelming.

I want to say a few words about my opening repertoire. It consists of the main open games (the Spanish, the Russian, the Italian), semi-open (the Sicilian, the French, the Caro-Kann, the Pirc), closed (the Oueen's Gambit, the Slav, the English), semi-closed (the Nimzoindian and the Queen's Indian). Among the popular openings, only the King's Indian quite seldom occurs in my games. I don't play it as Black and nobody plays it against me when I am White. All the other modern openings, as you see, are included in my repertoire and most of them I play as White and as Black. Therefore I am compelled to become an expert in opening theory. I hope that after all this is said the reader will not be surprised by the fact that there are so many games played by the author included in these books. It is understandable that when talking about the modern state of an opening it is always convenient to take your own game as a basis. But I want to point out that in the notes to my games it is possible that I refer to no less valuable games and in this case they are thoroughly discussed in the text of the main game.

Each book of the four volume series consists of about 30 main games and the notes cover about another 150 games. Thus in the whole series about 700 games are considered, most of them from the 1984–88 period.

Almost all grandmaster games and games from the world championship matches were annotated in dozens of publications and so in my notes I have tried to put different sources together. This series is not scientific but written in a light style with some lyrical reminiscences. Therefore, to sum up, that is why I decided not to name the authors of all the suggested variation, especially as quite often the same moves were suggested by different commentators.

In conclusion I would like to say that I haven't previously tried to write this kind of literary work which is based on the modern state of opening theory and practice. In the four volume series the period 1984–1988 is covered, including my four matches against Kasparov. If the reader finds my books interesting and useful, then I will probably, write another series, on "The Openings in Action" on the material from the next "cycle", say 1988–1990.

A. Karpov

# Introduction to the third volume

As is already stated in the introduction to the series, the openings that are regarded in the old tradition as closed (i.e. all those beginning with 1 d4), we split into two groups by analogy with the open and semi-open games: closed and semi-closed. In the first group are included the symmetrical 1 d4 d5 and 1 c4 c5; in the second the asymmetrical openings: 1 d4  $\mathfrak{D}$  f6 2 c4 e6 or 2 ... g6 etc.

In this book we concentrate on the closed openings, the most important of these being the Queen's Gambit, the English Opening, the Réti and Opening and the Catalan.

Of course the variations beginning with 1 c4 c5 do not represent all of the English Opening; there are also the asymmetrical lines, the most popular of which is 1 c4 e5. This part of the English Opening is dealt with in the fourth book. In all, the English Opening is presented seven times in this book, including the most common variations—the double fianchetto and Sicilian-type systems—as well as some others.

The central feature of the book is that more than half of the main games (17) are accounted for by the Queen's Gambit. It was the most popular opening in my contests with Kasparov. It has also been popular in other matches for the chess Crown: remember that in the 34 games of the historical match between Capablanca and Alekhine, the Queen's Gambit occurred 32 times.

After Black attempts to drive away the hostile bishop on g5 with the move ... h6 (the Tartakower/Makogonov/Bondarevsky System) there are two possibilities—to capture on f6 immediately or to retreat to h4. Both continuations were repeatedly met in my matches with Kasparov and are looked at in detail in this book. Apart from this, games are included which employ the Tarrasch Defence (also the improved Tarrasch Defence), the Queen's Gambit Accepted and others.

Related to the Queen's Gambit is the Slav Defence. Two games are devoted to the sharp Botvinnik System and two to the main variation. One Catalan Opening is looked at in depth and also one Réti.

It must be said that, in contrast to the first two books, the third contains a considerably higher proportion of the author's games—20 out of 30. I hope this doesn't cause too much distress to the reader! This is explained by the fact that the basic closed openings—the Queen's Gambit and the English Opening—went through a thorough examination in my matches with Kasparov. Practically every variation of these openings was played. Sometimes the opening discussion covers all four matches. In these contests many important innovations were used,

#### xii Introduction to the third volume

testing the theoretical progress of recent years, and our chosen schemes were subsequently developed (sometimes extremely wildly) in Grandmaster practice. This process of evolution in chess theory is reflected in the pages of this book.

# 1 The Queen's Gambit Declined

## Karpov-Kasparov Game 27, World Championship 1 Mascaw 1984

This is undoubtedly the most interesting and profound game of our first contest. It is even possible that this is one of the best works created by me on the chess board.

1	<b>2</b> 13	d5
2	d4	නුf6
3	c4	<b>e6</b>
4	නුc3	<u> </u>
5	<u> </u>	h6
6	<u> </u>	<u> </u>
7	<b>e3</b>	0-0
8	<b>≝c2</b>	<b>c5</b>

In the second match, the strong defensive move 8 ... ⊇a6 was played here. This variation is discussed later. The point is that this is possible because of 8 ⊯c2, so later 8 ≝c1 was played, which was met in our matches and also in many other tournaments.

#### 9 dc

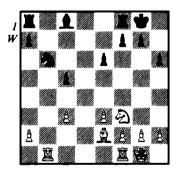
In matches between Kasparov and myself, we often adopt each other's opening schemes. So, for example, this position occurred in a game between Kasparov and Timman, which took place a few months earlier (USSR v Rest of the World, London 1984). On that occasion, the Baku Grandmaster had the white pieces, and

after 9... 響a5 10 cd ed 11 0-0-0 e6 12 包xd5 監c8 13 會bl! won convincingly. Now he is playing a position as though playing against himself.

9	•••	dc!?
10	<u> </u>	<b>₩25</b>
11	0-0	o xc3

In the event of 11 ... 当xc5 12 ②e4 当e7 13 ②xf6+ 当xf6 14 其fd1 White has appreciable pressure.

12	₩xc3	₩xc3
13	bc	නු <b>d7</b>
14	<b>c6</b>	bc
15	¥ab1	න <b>b</b> 6
16	<u> </u>	<b>c5</b> (1)



# 17 邕fc1!

The first in a series of subtle moves. 17 ½ fd1 was suggested, but this can only lead to subsequent exchanges on the d-file. On cl the rook performs a prophylactic function (it defends the c-pawn), leaving d1 free for the bishop. The situation only becomes clear after another six moves, and

I confess that I felt, rather than saw, how the pieces would be placed.

17 ... <u>a</u> b7

After the game this move was unanimously criticised by the commentators. As a matter of fact, 17 ... ad d7 with control of b5 is safer, for example: 18 defl (another possibility is connected with the transfer of the bishop to a6 and the knight to e5). 18 ... 量fd8 19 量b3! 量ac8 20 量a3 量c7 21 c4 2 a4 22 Mbl 2 e8 23 Ma5 and White has only a minimal (Novikov-Sturua. advantage Lvov 1985). But as can be seen in the game, White's advantage was initially hardly noticeable. Equally, looking at this almost symmetrical position, it is difficult to see immediately why the bishop stands better on d7 than b7.

# 18 **#**fl <u>2</u> d5

At the cost of a tempo, 18 ... 2c6 would have prevented 25, but after 19 2e5 2a4 20 2b5 2xb5 21 2xb5 2fc8 22 2d3 2c4 23 2b2 Black has not solved his problems. Also unpleasant for Black is 20 2a6 2fd8 21 2e2 with the threat of 22 2d3.

#### 19 **½ b**5

The White rook is heading for its ideal post on a 5. The a-pawn is invulnerable due to the reply 20 c4, trapping the bishop: the rook on cl is already having an influence on the course of events.

19 ... නු**d**7

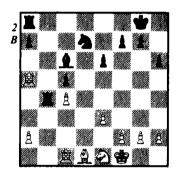
This eventually loses the pawn. More stubborn would have been 19 ... 異ac8 20 異a5 異c7 21 c4 鱼a8.

> 20 월a5! 월fb8 21 c4 & &c6

22 Ael!

Paradoxically, before going over to the attack, the White pieces retreat.

22 ... <u>u</u> b4 23 0 d1(2)



If the immediate 23 \( \triangle d3, \) then 23... \( \triangle a4 \) and the pawn is saved. Now the knight's el-d3xc5 cannot be prevented. Perhaps only now does White's plan become fully clear.

23 ... <u>u</u> b7 24 f3 <u>u</u> d8 25 2d3 g5 26 2 b3

The final preparation. After the hasty 26 ②xc5 ②xc5 27 监xc5 监b2 28 监c6 监dd2 White's gains slip away.

26 ... 會移 27 全xc5 全xc5 28 量xc5

White's prospects, after painstaking work, are much better. The preparatory battle has been won: a pawn is a pawn.

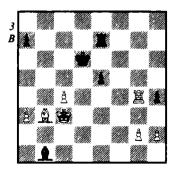
28	• • •	<b>≝ d6</b>
28	<b>⇔</b> e2	<b>⊕</b> e7
<b>30</b>	¥ d1	≝ xd1
31	<b>★</b> xd1	<b>₩</b> d6
32	<b>≝ a</b> 5	f5
33	de 2	h5

Kasparov is trying with all his might to create counterplay. The last move has weakened his gpawn and I immediately take advantage of this.

34	e4!	fe
35	fe	<u> </u>
<b>36</b>	≝ xg5	<u>⊉</u> f5
<b>37</b>	<b>⇔</b> e3	

Black's h-pawn provides White with a definite object of attack and it warrants the fixing of this point with the move 37 h4. International Master N. Popov demonstrated the variation: 37...

## 17 38 \*\*e3 \*\* 28 \*\* 43 \*\* 25 + \*\* 26 \*\* 40 \*\* 24 + \*\* 27 \*\* 41 \*\* 28 \*\*



White's last move was sealed. In the process of home analysis it proved that the position was extremely sharp, and Black could gain counterplay. And to find a way to a clear-cut victory, my trainers and I had to solve a few endgame studies. In no way could the victory be won solely by referring to a string of monographs on endgame theory.

#### 41 ... h3

The passive plan—41 ... 量h7—is doomed to failure. In this event I would immediately fix the h-pawn at h4, after which Black has nothing left. On 41 ... e4 then 42 鱼d1 星f7 43 会d4 星f2 44 c5+ 会d7 45 鱼b3 星d2+ 46 会c3 星d3+ 47 会b2 e3 48 鱼a4+ wins.

#### 42 g3

Black had counted on the capture of the pawn—42 gh. Then 42 ... <u>u</u> h?! significantly widens the scope of the Black rook.

#### 42 ... <u>₩</u> e8

Preparing the transfer of the rook to the second rank via the f-file. The immediate 42 ... \(\mathbb{L}\) f7 is impossible due to 43 c5+.

White wins nicely in the event of 45 ... 量 b2, the main variations being: 46 c5 + 会c6 47 会c4 全c2 48 星 a6 + 会c7 (48 ... 会b7 49 量 b6 + 会c7 50 会c3) 49 全 xc2 屋 xc2 + 50 会d5 星 xh2 51 星 a7 + 会b8 (51 ... 会c8 52 星 h7 星 h1 53 会d6 h2 54 星 h8 + 会b7 55 c6 + 会b6 56 c7) 52 星 h7 星 h1 53 会e4! h2 54 会f3 e4 + (54 ... 星 a1 55

There is no salvation in 48 ... 会 66 49 c6 量 b2 + 50 量 b3 + 量 xb3 + 51 会 xb3 查 e4 52 量 d8 查 xc6 53 量 h8 查 g2 54 a4 会 f5 55 量 h4.

If 50 ... h2, then 51 c7, and despite the emergence of a queen on the board all is lost-52 2c6+.

Depriving the bishop of the f5 square. Now it is all over.

54	• • •	<b>≝ h8</b>
<b>55</b>	₩ d1	👲 a 2
<b>56</b>	≝ e1 +	<b>★</b> f4
<b>57</b>	≝ e4 +	<b>⇔</b> g3
58	<b>≌</b> xe5	⇔xg4
<b>59</b>	≝ e2	

Black resigned.

# Karpov-Kasparov

Game 4, World Championship
2

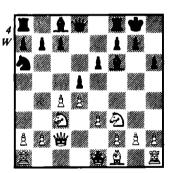
Moscow 1985

This game, perhaps, is the only one of the decisive games in which no significant mistakes occur. I succeeded in realizing an intricate plan and demonstrated an original method of play in an ending with opposite-coloured bishops.

1	d4	d5
2	c4	<b>e6</b>
3	<b>එ</b> c3	<b>≙</b> e7
4	<b>2B</b>	<b>⊉f6</b>
5	<b>≙g5</b>	h6
6	<b>≙</b> xf6	<u> </u>
7	<b>e3</b>	0-0
8	₩c2	

Although this queen move brought me victory in the game we have already seen, there was no point in avoiding this popular position. However, Kasparov had prepared a novelty. The main continuation up until now had been 8...c59 dc, and here either 9... was 9...dc.

8 ... \( \partial \a6!(4)



An interesting manoeuvre which allows Black to exploit the position of White's queen on c2 in order to simplify: 9 cd 2b4 10 wb3 2xd5.

## 9 **≝d1**

Other possible replies—9 cd, 9 #d2 or 9 a3—will transpose.

· ·		······ ··· unicposi
9	• • •	c5
10	dc	<b>₩a</b> 5
11	cd	∂xc5
12	₩d2	2

After 12 d6 ad7 and the subsequent ... Mac8, or 12 de axe6, Black has ample compensation for the pawn.

#### 12 ... 量d8

Of course not 12 ... ed, in view of 13 ♠xd5, which is in White's favour, nor 12 ... ♠xc3 13 xc3 ₩xc3 14 bc ed 15 ፳xd5.

#### 13 නු**d**4

The only way to fight for the initiative. In the event of 13 鱼e2 鱼xc3 14 響xc3 響xc3 15 bc 墨xd5 it would be time to agree a draw.

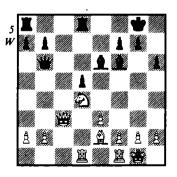
14 <u>②e2</u> **₩b6**14... ②e6 15 ②b3 <u>②</u>xc3 16 bc
and White stands better.

#### 15 0-0 Ae4

15... ②e6 doesn't solve all the problems—16 ②f3 d4 17 ②e4 de 18 ②xf6+ gf 19 幽xe3.

# 17 **₩** xc3

Black has come out quite favourably after the opening, enjuying free piece play. But the pawn formation is preferable for White and a peaceful settlement is far away.



in the game Vaganian-Tal (Naestved 1985), played a month later, the opponents immediately agreed a draw. However, by continuing with 19 2g4, White could fight for the initiative.

#### 19 **₩b**1

The queen retreats to occupy a safe square. At the right moment she will return swiftly to the centre.

# 19 ... \( \mathbb{L} \) c7 \( 20 \) \( \mathbb{L} \) d2 \( \mathbb{L} \) dc8

After 20 ... Axd4 21 xd4 all of Black's pieces would be united in defence of the d5 pawn. It is possible for this to end as a draw, but passive play is not in Kasparov's nature. It was also difficult to see that a change in the pawn structure would result in serious problems for Black.

## 21 2xe6

On 21 \( \mathbb{E}\) fdl there would follow 21 \( \ldots \) \( \tilde{\Delta}\) xd4 and the further 22 \( \mathbb{E}\) xd4 \( \mathbb{E}\) c2 23 \( \mathbb{E}\) 4d2 \( \Delta\) f5.

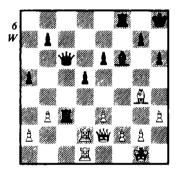
Hardly better is 22 . . . waxe6 23 x fd1.

# 22 <u>2g4</u>

On 22 当fdl, 22 ... 幽b4 is possible, with the threat of 23 ... ₩xd2! and full equality. Although Black's position now looks solid, if White's bishop were to gain control of the light squares it would be capable of creating dangerous threats, a typical motif if positions with opposite-coloured bishops. Eventually White's light-squared strategy will triumph. As grandmaster (and

pianist!) Mark Taimanov pointed out, I played only on the 'white keys' for the following 17 moves.

24	• • •	<b>★</b> h8
25	<b>½</b> fd1	<b>a</b> 5
26	<b>b3</b>	<b>≝</b> c3
27	<b>⊯e2</b>	<b>≝ 18</b> (6)



A minimal advantage would be preserved by White after 27 ... 量c1 28 量xcl 当xcl + 29 会h2 当c6 30 g3. But it seems that the Grandmaster from Baku underestimates White's threats.

# 28 <u>2</u> h5!

Like a billiard ball the bishop bounces off the side of the board and shows up on another more dangerous diagonal.

Necessary was 28 ... 鱼d8 29 鱼g6 鱼c7 30 鱼d3 鲻d6 31 g3 鲻e5 32 鲻g4 鲻f6, constructing a fortress. Black's loss of time allows White to improve his position.

29	<b>≙</b> g6	<b>≙d8</b>
30	<u> </u>	<b>b4</b>
31	<b>≝g4</b>	<b>₩e8</b>
32	e4!	

Stronger than 32 h4 会g8 (32 ... h5 33 尝g3 鱼c7 34 尝g6 鱼d8 35 g3) 33 h5 鱼g5.

After 33 ... 当f7 34 星 e2 or 33 ... 当c6 34 当e2 星 c8 35 星 xc3 bc 36 ed ed 37 查c2 White's initiative does not go away, although Black breathes a little easier.

34	<u> </u>	<b>₩</b> c6
<b>35</b>	<b>≝e2</b>	<b>≝c5</b>
36	<b>អ</b> ស	

Defending against 36 ... Lxf2 37 Lxf2 ae3. With the enemy queen out of things, clouds are gathering over the Black king.

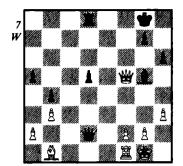
<b>36</b>		⊯ദ
<b>37</b>	ed	ed
38	<b>≙</b> b1!	₩d2
30	₩e5	

39 we6 would be a suitable alternative, in view of the fact that, sometime or other, a white piece must eventually land on a dark square! There is obviously no reason to go pawn hunting—39 wxd2 鱼xd2 40 量dl 鱼g5 41 量xd5 量d8, and now the opposite-colour syndrome work's in Black's favour.

# 39 ... <u>¥</u> d8

Also bad is 39 ... d4 40 we4 reg8 41 ad3, but more obstinate would be 39 ... af6.

The game was adjourned here, and painstaking analysis showed



that White had considerable attacking resources.

On 41 ... 會信8 there follows 42 鱼g6 實f4 43 星e1, with the threat 业e8+.

42	<b>₩g6</b>	<b>⇔</b> g8
43	<b>₩e6</b> +	<b>★</b> h8
44	<u>o</u> f5!	⊮ദ
45	<b>₩g6</b>	<b>₩</b> g8
<b>46</b>	<b>≙</b> e6+	<b>★</b> h8
47	<u> </u>	<b>₩</b> g8
48	g3	<b>#</b> 18
<b>49</b>	<b>⇔</b> g2	<b>₩f6</b>
<b>50</b>	₩h7	₩17

51 f4 is threatened, winning a piece, but 50...g6 is followed by 51 鱼xg6 幽g7 52 f4 鱼f6 53 监d1.

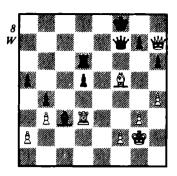
# 51 h4 <u>A</u>d2

The other bishop retreats are no better: 51... 2 f6 52 星e1 幽g8 53 幽g6 幽f7 54 幽g4, or 51... 2e7 52 星e1 threatening 53 2e6 or 53 2g6.

On 53... 当g8 54 当g6 当f7, 55 当b6 is very strong. Events develop swiftly now that the White room has come into play.

#### 54 <u>¥</u>f3!

A single inaccuracy would be enough—54 \( \mathbb{B} \) e3, and Black



would immediately be rescued by 54 ... g5!

The king is driven from his sanctuary. The White rook operates along the f-file while also keeping the option of 星e3. Now after 54 ... 皇f6 55 星e3 g5 56 資xh6+ the black rook is obstructed, and after 54 ... 星f6 55 星e3 g5 (55 ... 星xf5 56 資h8+ 資g8 57 星e8+ 食xe8 58 資xg8+ 食d7 59 f4) 56 資h8+ the bishop is interfered with: typical problem motifs!

#### 55 **₩h8**!

55 置e3+ also wins after 55... 会包8 56 省h8+ 会c7 57 省c8+ 会b6 58 省b8+ 会c5 59 置e8! 当xf5 60 省a7+ 置b6 61 置b8.

On 55 ... <u>0</u>e5, the battle is concluded via 56 <u>0</u>h3 <u>2</u>f6 57 <u>2</u>e3! <u>2</u>xf2+ 58 **4**gl.

60	<b>≝c4</b> +	<b>⊕</b> f8
61	<u>⊉</u> h7!	复17
62	<b>₩e6</b>	₩d7
<b>63</b>	₩e5!	

#### **Black resigned**

On 63 ... 單e7 I had prepared 64 当f4+ 單f7 65 当b8+, on 63 ... 当d8, 64 当c5+ 星e7 65 星f4+ 会e8 66 当c6+ 当d7 67 全g6+, and on 63 ... 当e7, 64 当b8+.

# Ribli-Belyavsky Reggio-Emilia 1986/7

1	<b>එ</b> 13	d5
2	d4	∌f6
3	c4	<b>e6</b>
4	<u> එ</u> c3	<u> </u>
5	<u>≙g</u> 5	h6
6	<u> </u>	<b>≙</b> xf6
7	e3	0-0
8	<b>≝c2</b>	<b>2</b> 26

This somewhat 'crooked' move was prepared by Kasparov for our second match. Although the game resulted in a victory for me (see the preceding game), Black's opening plan may be considered to be fully satisfactory. But, as according to Tarrasch, 'a knight always stands badly on the edge of the board', a string of attempts was made to throw doubt on the manoeuvre ... \(\sigma a6\). Maybe it was more successful in the present contest due to this.

#### 9 a3

The Black knight does not exert

a direct influence on the centre, so White can afford to lose a tempo.

In the game Nikolic-Georgiev Balkan Championship White decided to go along with his rival's intentions and chose 9 cd ≥b4 10 wb3 ≥xd5. Kasparov's idea was fully justified: 11 2c4 ≥xc3 12 bc b6 13 0-0 2 b7 14 2 e2 wd5. The initiative already lies with Black. 15 c4 we4 16 名el 幽f5 17 異dl c5 18 d5 (or 18 ♠ f3 ♠ xf3 19 ♠ xf3 cd 20 ed ¥ fd8 with advantage to Black) 18 ... ed 19 cd Mad8 20 a d3 wxd5! 21 2h7+ cxh7 22 xd5 2xd5 23 wa4. The material balance is equal, but Black's chances are noticeably better. Now, as Georgiev pointed out, after 23 ... c4 24 wxa7 c3 25 Ac2 2c4 26 xcl ¥d2 White would scarcely hold his ground. The game continued 23 . . . 2 e6 24 ♠d3, and Nikolic. with great difficulty, held the draw.

Nevertheless, one method to cast doubt on the move 8... 2a6 was immediately illustrated in two games of an international tournament in Tiblisi 1985. The discussion was about the move 9 \(\pi\)d2!? Two queen moves in succession is possible, again taking into account the knight manoeuvre on the edge of the board. We now follow the game Gurevich-Georgadze, Tiblisi 1985.

## 9 ... b6

Better was the choice in the other game at Tiblisi, Neverov-Rantanen: 9...dc 10 2xc4 c5 11 全e4 cd 12 全xf6 + 對xf6 13 對xd4

wxd4 14 2xd4 2c5, with equal chances.

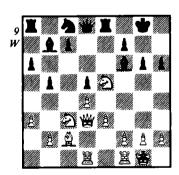
10 cd ed 11 0 b5!

White has succeeded in seizing the initiative.

Contemplating a knight sally to e5, for example: 15 ... 異e8 16 全e5! 查xe5 17 de 異xe5 18 f4 異e8 19 全xd5 with the advantage.

15 ... b5 16 <u>o</u>c2 <u>u</u>e8 17 wd2

Making a space for the knight. White is operating modestly, but gradually his superiority will become fully evident. Black's queenside is loose, but all will be decided on the kingside.



24 f3 e3 25 Se4 e2

The decisive mistake. More obstinate would have been 25 ... 2c4, blocking the path of the bishop on b3.

If 28 ... <u>@</u>xd4+ 29 **\_\_\_xd4** ef() + 30 **\_\_\_\_**xf1 **\_\_\_\_**f6 31 <u>\_\_\_\_\_</u>f5.

29 当g8+

# Black resigned

Returning now to the game Ribli-Belyavsky:

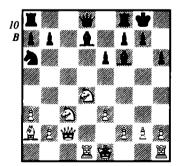
9 ... dc

In the event of 9...c5, White gains the upper hand by continuing 10 cd.

10 <u>a</u>xc4 c5 11 ≌d1

In Ribli's opinion, nothing is gained by 11 dc ②xc5 12 0-0 鱼d7 13 b4 ②xc3 14 当xc3 ②a4 15 当e5 显c8 16 ②b3 ②c3 with equality.

11 ... cd 12 ②xd4 ②d7 13 ②a2(10)



Threatening 15 ≜bl, and on the reply 14 ... g6 there would follow 15 ♠xe6.

13 ... **≝**e7 14 h4 □ xd4

Unclear would be 14... <u>a</u>xh4 15 幽e4.

#### 15 ≝ xd4

Now White has a small but lasting superiority.

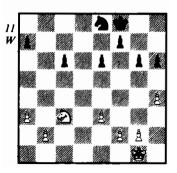
15		₩ fd8
16	0-0	<b>≙</b> c6
17	¥ fd1	≝ xd4
18	¥ xd4	<b>№ 48</b>
19	<b>≙</b> b1	g6
20	<b>₩</b> d1	≝ xd4
21	wxd4	<b>⊯c5</b>

Black has no way in which to bring his knight into the game— 21... ≥c5 22 b4. On 21... b6, 22 h5, is unpleasant.

Now if 23 b4 the knight jumps out on d5, and if 23 #f4 the knight reaches b5, with drawing chances in both cases.

In this way White converts the game into a won knight ending.

24		₩d6
25	<b>₩c8</b>	<b>#</b> 18
26	<b>2</b> xc6	<b>₩xc6</b>
27	<b>₩xc6</b>	<b>bc</b> (11)



Black has more pawn islands, as well as a weak pawn on c6. These apparently insignificant features are exploited by White to maximum effect

28	<b>⊕</b> f1	<b>⇔</b> e7
29	<b>⇔</b> e2	f5
30	<b>₩</b> d3	g5
31	hg	hg
32	e4	<b>★</b> d6
33	ef	ef
34	නුe2	<b>#</b> d5
35	නුය +	<b># d</b> 6
36	<b>b4</b>	<b>⊘f6</b>
37	<b>⇔</b> d4	€\h5

The knight manoeuvres unsuccessfully. On the preceding move more stubborn would have been 36... ②c7, and here Black should have played 37... ②d7. The rest is relatively straightforward: all of Black's pawns are weak, and it is impossible to hang on to them.

8	නුe2	නු <b>g7</b>
9	<b>⇔</b> c4	f4
0	නු <b>d</b> 4	<b>a6</b>
		⊕e8
2	නුe2	<b>⊉f</b> 6
3	නු <b>ය</b>	<b>g4</b>
	_	gf
		නු <b>d</b> 7
	_	<b>⊕</b> c7
		නිf6
	_	<b>★</b> b6
	_	න <b>d</b> 5
		<b>⊕</b> a6
		නු <b>e3</b>
	_	නු c2
	9 0 1 1 1 2 2 3 3 4 4 7 7 8 8 9 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	9 \$ 404 0 2044 1 f3 202 3 203 4 \$ 404 5 gf 6 204+ 7 205 8 20xa6+ 9 205 0 214+ 1 203 2 \$ 64

# Karpov-Spassky Lucerne 1985

After the loss of the chess crown I went immediately to the first Championship, World Team where I took up my place at the head of the Soviet team. Of course. I was tired after a difficult match, but even so I decided that to recover after the unsuccessful outcome of the match, the best place of all would be over the chessboard, in new battles. Of course, to forget completely about my battles with Kasparov would be hindered by the recurrence of certain positions, such as in this game.

1	නු 🖪	<b>∌f6</b>
2	c4	е6
3	නc3	d5
4	d4	<u> </u>
5	<b>≙g5</b>	h6
6	2 x f6	

In the World Championship matches, this capture alternately with the retreat of the bishop to h4.

In the first match I twice played 7 wd2. In the 19th game the reply 7... ≥c6 gave the opening advantage to White; in the 21st, Black equalized by means of 7... dc.

In the 23rd game of the second match I, playing Black, played here 11 ... e5, and Kasparov employed a novelty—12 h3! The encounter concluded peacefully, but in the opening stages Black was tested by some difficulties. Kasparov also turned to this outside pawn move in the 22nd game of the third match. A month later I won a good game with this variation, which immediately follows this one.

#### 11 ... b6!?

Spassky plays firstly on the flank, but all the same, the movement of the b-pawn is not much better than the e-pawn. Here it is appropriate to mention the latest game, Gulko-Shamkovich (New York 1987), where the b-pawn was moved to this square three moves earlier-8 ... b6. After 9 ∆d3 dc White departs from the standard 10 a xc4, and duly sacrifices a pawn-10 2e4!? c6 11 එd2 ₫a6 12 ₩f3 b5 13 a3 (13 1 xc6 2xc6 14 wxc6 wc8 with a balanced game) 13 ... 2d7 14 axc6 \b b8 15 0-0 ae7 16 \b fdl Af6 17 a4 ba 18 Axa4 ¥b4 19 ≥b1 wc7. Chances for Black are no worse.

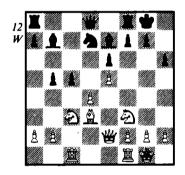
#### 12 e4! <u>೨</u>b7

Now 12...e5 is too late: 13 d5 (13 鱼xf7+ ★xf7!; 13 de ②xe5 14 ②xe5 ※xd1 with equality, or 14... 鱼xe5 15 鱼xf7+ ★xf7 16 ※h5+ ◆e6 with unclear play) 13... 鱼b7 14 dc seizing the d5 square.

13 e5 <u>0</u>e7 14 we2 b5!? And in the event of 14... 異c8 15 異fd1 or 15 樂e4 異c7 16 叠d3 g6 17 樂e3 White has the better prospects. However, Spassky later came up with the new move 14... 異e8, and after 15 異fd1 b5 16 叠d3 樂b6 17 樂e4 全f8 18 樂e3 c5! 19 全xb5 cd 20 樂xd4 異ed8 21 ※xb6 ab 22 a3 查xf3 23 gf 查g5 received sufficient compensation for the pawn (Portisch-Spassky, London 1986).

#### 15 **<u>o</u>d3** c5(12)

A clever attempt to create complications in the centre.



## 16 원xb5 cd 17 요e4

On 17 ②bxd4 follows the temporary piece sacrifice 17...②xe5!
18 当xe5 (18 ②xe5 当xd4 19 置c7 当d5) 18.... 查xf3 19 gf 查f6, regaining the knight with a superb game. The d-pawn will be captured a little later.

17	• • •	≙ xe4
18	<b>₩</b> xe4	<b>₩b6</b>
19	∂bxd4	නුජ

 23 ②c6 监c7 24 当xc5 监ac8 25 ②fd4(②e7+ 曾f8!, but not 25... 由h8 26 当d6) 25 ... 当xa2 26 ②e7+ 曾f8 27 ②dc6 with a won position.

#### 20 ₩e2

The most solid. Not so clear are 20 当e3 or 20 当c6 当xb2 21 置xc5 章xc5 22 当xc5 当xa2 23 分c6, though not bad for White is 20 当g4 g6 (20 ... 当xb2 21 分c6!) 21 b4 (or 21 置c2) 21 ... 当xb4 22 分f5 当xg4 23 分xh6+ 会g7 24 分xg4.

20 ... a5
21 H c4 a4!

Impeding the opening up of the queenside.

#### 22 \( \mathbb{H} \) fc1

Preferable would be the immediate 22 b3.

22	• • •	翼 fd8
23	h3	<b>≝ d5</b>
24	≝ 1c2	<u> ≙</u> 18
25	<b>≝ 2c3</b>	<b>≝ P8</b>
<b>26</b>	<b>b4</b>	ab
27	ab	Ðd7
28	වුරෙ	<b>4 28</b>
29	<b>b4</b>	<b>≝a1</b> +
<b>30</b>	<b>⇔</b> h2	<b>₩a</b> 6
31	₩c2	

On 31 ②fd4, there follows 31 ... ②xe5 32 b5 当b6 33 ②xe5 虽xe5, while sharp play would arise from 31 当e3 ②b6 32 虽g4 h5 (32 ... 會h8 33 当f4!) 33 虽h4 g6 34 当g5.

31	• • •	<b>₽b6</b>
32	≝ e4	⊯xe2
33	≝ exe2	≝ dd1
34	<b>≝ a2</b>	<b>∂d5</b>
35	≝ xa1	≝ xa1
36	単 b2	<b>≝a4</b>

#### 37 b5 **≙c5**

The b-pawn would like to push forward, but is safely blockaded. Therefore the White knight will come to assist.

By continuing 41 ... 2b4, Black could cause serious problems, for example: 42 \( \mathbb{L} \) c4 \( \mathbb{L} \) a2 43 Axb4 Mxd2 44 Mc2 Mdl! 45 量b2 월d4 46 異b3 異d2 47 到d3 åb6 48 ★fl h5 49 ★el 2a5.

42	<b>∌c4</b>	<b>≙</b> c5
43	∌d6	<b>≙</b> b6
44	≝ b2	<u> </u>
45	≥ <b>d8</b>	<u> </u>
46	≝ c2	<u> </u>
47	-⊇8xf7	<u> </u>
48	∂xd6	≌ b1
49	≝ c8	h5
<b>50</b>	<b>≝</b> e8	<b>★</b> f6
51	<b>≝ h8</b>	h4
52	₩ h6 +!	

Finally White achieves a tangible superiority in the endgame although it is still 40 moves to the finish-almost a full game in itself.

52	•••	<b>⇔</b> e7
<b>53</b>	∌e4	hg
54	r xg3	≌ xb5
55	<u>≅</u> h7+	<b>*</b> 8
<b>56</b>	⊋xg5	₩g8
<b>57</b>	<u>≅</u> d7	≝ <b>b</b> 6
<b>58</b>	⊇e4!	

It makes no sense whatever to go into a rook ending with f- and h-pawns—58 ≥xe6 \(\mathbb{Z}\) xe6 xd5 may not be winning.

58

59 **æ**e8 h4 **de** 18 60 M a7

... 월el 62 夕f3) 62 由h2 월fl 63 වh3 වුf6 64 ආg2 ≌dl 65 වුf4 \_\_\_\_\_d4 66 ≌a8+ ∰e7 67 ᡚg6+ \$f7 68 2e5+ \$g7 69 \( a7+ doesn't ease the situation.

#### 61

More accurate than 61 h5 e5 62 월a5 원f6 63 월xe5 원xe4.

#### 61

There are no prospects in either 61 . . . **≝** b1 62 **≥** g5 or 61 . . . **★** g8 62 mg4 \black bl 63 mg5.

62	<b>≌ 25</b>	<b>≝ g6</b> +
63	⇔h2	නු <b>f</b> 4
64	¥ xe5	≝ g2 +
65	<b>★</b> h1	₩ g7
66	≝ f5 +	

66 2d6 would bring immediate victory.

Thus White has two extra pawns (f- and h-pawns) but now it's not a rook ending, but a Knight ending.

68	<b>★</b> h2	<b>⇔</b> g6
69	<b>⇔</b> g3	න <b>d</b> 5
70	<b>∌d6</b>	නු <b>e3</b>
71	<b>★</b> f4	නු <b>g2</b> +
72	<b>⇔</b> g4	නු <b>e3</b> +
73	<b>★</b> f4	-2g2+
74	<b>⇔</b> g3	නුවෙ
75	නe4!	

Planning the decisive transfer of the knight:  $\ge e4-c5-d3-f4-g2$ .

<b>75</b>	• • •	න <b>d</b> 5
<b>76</b>	-2c5	<b>★</b> f5
<i>7</i> 7	<b>එ d3</b>	<b>⊘f6</b>
<b>78</b>	- <b>∂f</b> 4	<b>⇔</b> e5
<b>79</b>	Ag2!	

One could already bring down the curtain.

<b>79</b>		<b>★</b> f5
80	<b>⊉e3</b> +	<b>⇔</b> g6
81	f4	නු <b>e4</b> +
82	<b>#</b> 13	≥16
83	f5+	<b>★</b> b5
84	නුg2	නු <b>d7</b>
85	<b>⇔</b> g3	<b>⇔</b> h6
86	නුe3!	<b>★</b> b5
87	⊕ g4	නු <b>රේ</b>
88	නු <b>f</b> 6+	<b>★ h6</b>
89	<b>★</b> g4	න <b>d3</b>
90	⊴g8+	
Rlack re	esigned	

# Karpov-Belyavsky

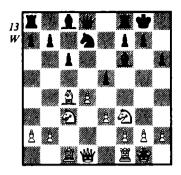
European Club Championships Final

Moscow, 1986

In this game I appropriated an idea of Kasparov's, which he had used against me. For Belyavsky, of course, this was not entirely unexpected. Nevertheless . . .

1	d4	d5
2	c4	<b>e6</b>
3	නුය	∌f6
4	<u>≙g</u> 5	<u>≙</u> e7
5	නු 13	<b>h6</b>
6	<u> </u>	<u> </u>
7	<b>e3</b>	0-0
8	<b>≝</b> c1	c6
9	<b>≙d3</b>	dc
10	<u> </u>	නු <b>d</b> 7
11	0-0	e5(13)

At grandmaster level, this position has been encountered dozens of times in recent years. Usually White continues 12 2 b3 or 12 2e4, and in either case Black has



found convincing paths to equality. There are several examples.

12 ②e4 ed 13 ②xf6 + ②xf6 14 ②xd4 (or 14 当xd4 当xd4 15 ②xd4 其e8 16 其fd1 ②d7 17 每f1 每f8 18 a3 其e5 19 ②e2 a5 20 ②f3 其d5 with equality; Andersson— Spassky, Niksic 1983) 14 ... 当e7 15 当b3 ②g4 (also good is 15 ... c5 16 ②e2 b6) 16 f3 c5 17 ②e2 ②d7 18 a4 当e8 19 其a1 其b8 20 e4 b5 21 ab ②xb5 22 其xa7 ③xc4 23 当xc4 其xb2, and White achieves nothing (Vaganian—Ivanov, Sochi, 1980).

12 2b3 ed 13 ed ≝e8 (as the bishop has retreated to b3 voluntarily, there is no point in wasting time on 14 ... ab6, and a better square for the knight is f8, where it will help in defence) 14 \dd2 ②f8! 15 d5! △f5 16 ₩f4 △g6 17 dc bc 18 \( fd1 \) with equality (Portisch-Spassky, Bugojno 1986). In the event of 14 h3 14 ... \$\alpha f8! is also good, preparing 15 ... 2e6. In the game Ribli-Karpov (London 1984) there followed 15 d5 2 d7 16 Mel Mxel + 17 wxel cd 18 量dl 鱼xc3 19 幽xc3 鱼e6 20 鱼xd5 屋c8 21 幽b3, and a draw followed.

Before we return to the main

game I will point out that in the 12th game of the third match, instead of 11 ... e5. I used a novelty-11 ... c5. As Kasparov confessed in his book, he had also prepared this move for Black, but I got it in first. However, the advance of this pawn does not of itself solve all the problems. After 12 we2 a6 13 wfdl cd 14 2xd4 ₩e7 15 Ae4 2 e5 White chose 16 ≥13 4 b8 17 wd2, creating significant pressure. Nevertheless, it turned out well for me, and the game quickly concluded in a draw. Immediately after match Kasparov chose another route: 16 wh5! \d8 17 \d8 17 \d8 18 18 wa5 b6 19 wc3 2 b7 20 2c6 1 xc6 21 wxc6, also achieving a protracted initiative (Kasparov-H. Olafsson, Dubai 1986).

#### 12 h3!

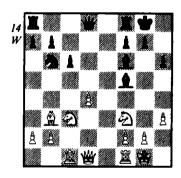
A modest, yet venomous move. Kasparov used this for the first time in the 23rd game of the second contest. The point of the move is that the light-squared bishop remains at home, and on 12... \(\mathbb{\mathbb{E}}\) e8 the possibility of 13 \(\mathbb{\mathbb{B}}\) b3 remains. In addition, the square g4 is controlled and after the opening of the centre it will restrict the bishop on c8. So Black finds himself in a peculiar type of zugzwang.

This manoeuvre almost automatically follows in practice, but there are other well-known tries. In the 10th game of match 3, I chose 13... c5, and after 14 2 b3

cd 15 2d5 b6 (15...d3 16 \ xd3 \ xb2 17 \ c7! with a dangerous attack for the pawn) 16 2xd4 \ xd4 17 \ xd4 2c5 18 \ c4. In the end the matter is settled peaceably, though Black's position is not so good.

Also encountered is 13... 董 e8, but it's undesirable for Black to allow the move 14 当b3: 14... 董 e7 15 董 fel ② f8 (15... ② b6 16 董 xe7 当 xe7 17 董 el 当f8 18 ② xf7+ 当 xf7 19 董 e8+ winning) 16 ② e4!? ② xd4 17 董 cdl 董 d7 18 董 xd4 董 xd4 19 ③ xf7+ 会 h8 20 ② xd4 当 xd4 21 ② g3 b5 22 董 e8 ⑤ b7 23 董 e7 with a large plus.

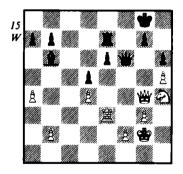
14 <u>0</u> b3 <u>0</u> f5(14)



In the above-mentioned 23rd game of the second match with Kasparov I continued 14... 監e8, bringing the bishop out on the next move: 15 監el 宣f5, and after 16 監xe8+ wxe8 17 wd2 wd7 18 監el 监d8 19 wf4 ②d5 20 ②xd5 cd 21 ②e5 ②xe5 22 置xe5 ②e6 23 we3 White had an obvious advantage. Instead of 22 置xe5 also possible is 22 wxe5 ②e6 23 置e3—the queen and rook change places. After 23 ... 会f8 24 置c3

<u>uc8</u> 25 <u>uxc8</u> wxc8 26 wh2 Black has no counterplay (Tal-Grigorian, Erevan 1986).

In the game Speelman-Benko (Rotterdam 1988) Black declined the bishop move to f5, and on the 15th move exchanged rooks: 15 axe1+ 16 axel ad7. But after 17 we4! White seized the initiative. Subsequently the game was brought to a conclusion with great zest: 17 ... we7 18 wf4 Be8 19 Be1 2 e6 20 2 xe6 fe 21 ₩g4 Ad5 22 Axd5 cd 23 g3 ₩f7 24 h4 全d8 25 h5! 異f8 26 会g2 manoeuvre-Black, in vain, withdraws his bishop from the h4-d8 diagonal. 28 a4 以e7 29 公h4 当f6 (15).



30 量f3! Black resigned. On 30... 尝xd4 or 30... 尝g5 follows 31 全g6 生e8 32 尝xe6+! 量xe6 33 量f8+ 会h7 34 量h8 mate.

Here we must look at one more game: Gavrikov-Belyavsky (Minsk, 1983), which went 19 ... 鱼g6 (instead of 19 ... 色d5) 20 幽g3 鱼h5 21 色e4 鱼xd4 22 包xd4 幽xd4 23 幽h4 鱼g6 24 量d1 幽xd1 + 25 鱼xd1 星xd1 + 26

由 2 월 d5 27 曾 f4 全 xe4 28 曾 xe4 ② d7 29 曾 e8 + ② f8 30 曾 b8 월 b5. It's interesting to note that a similar endgame with queen versus rook and minor piece, although more intricate, appeared in the main game with Belyavsky, although with a more favourable result for White.

In the encounter Ribli-Short (Dortmund 1986), Black unexpectedly played a different bishop move: 14... 鱼g5!? This was followed by 15 墨c2 (unclear is 15 Axg5 Wxg5 16 f4 Wg6 17 Wf3 鱼f5) 15... 鱼f5 16 墨e2 鱼f4 17 墨fel ②d7 18 d5 ②c5 19 鱼c2 鱼xc2 20 墨xc2 墨e8 21 墨xe8+ Wxe8 22 b4 ②a6 23 a3 墨d8 24 Wd4 鱼b8 25 墨e2 Wd7 26 dc! Wxd4 27 ②xd4 墨xd4 28 墨e8+ 中分 29 墨xb8 bc 30 墨c8. White maintains a positional plus.

# 15 **E**el **a**5

After 15 ... # e8 16 # xe8+ wxe8 17 wd2 we enter variations already looked at. The bishop move 15... ag5!? in this position was again implemented by Short. Kasparov-Short In (Brussels 1986), White replied with the original 16 \(\mathbb{Z}\) although the straightforward 16 2xg5 \squarexxg5 17 Me3 Mae8 18 附 gives reasonable chances. The game continued: 16 ... ≥d7 17 d5! \( c8 \) (a better chance for equality is given by 17 ... 2c5) 18 2d4 2g6 19 ≥e6! fe 20 de +h7 21 wxd7! wb6 22 e7! 異 fe8 23 需g4 需c5 24 分e4 wxe7 25 2 c2! Now the bishop on g6 is in a sorry state, as it is simultaneously pinned on both

the diagonal and the file. This game of Kasparov serves as a fine lesson in the technical realization of an advantage, and it will pay to follow it to the end: 15... 量f8 26 g3! 營d8 27 基 ad1 资 a5 28 h4 章 e7 29 ②c3! 查 xc2 30 基 xe7 基 g8 31 基 dd7 章 f5 32 基 xg7+ 会h8 33 资d4 Black resigned.

Before we go any further, it seems appropriate to see two more of Belyavsky's games from the USSR Championship (Kiev 1986), in which the move 15 ... after 16 \dd d2 was 16 ... a5 played, provoking 17 a3 a4 18 a2. In the game Lputyan-Belvavsky, where, incidentally, the move 14 ... a f5 was used for the first time, there followed 18 ... ≌ad8 19 wf4 2d3 20 Ae5 wxd4 21 2xd3 wxd3 22 wcdl 對g623 異xd8 2 xd8 24 對b8 對c2 25 單e2 幽cl + 26 由h2 ふd7 27 wd6!. and Black could not hold his ground.

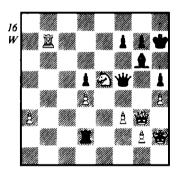
In his game with Rashkovsky, he chose the more accurate 18... 量fe8 19 当f4 章e6! 20 章xe6 基xe6 21 基xe6 当xe6 22 当c7 当b3 with rough equality. However, I noticed that instead of 16 当d2 White could steer the game into a favourable ending: 16 至e5 章xe5 17 de 当xd1 18 基cxd1 量fd8 19 f4 h5 20 至e4 基xd1 21 章xd1 章xe4 22 基xe4 h4 23 基d4. 16 a3 当d7

In the 22nd game of the third match I replied 16... 墨e8, and after 17 墨xe8+ 当xe8 18 当d2 used a new idea—18... 分d7.

However, after 19 ¥ f4 2 g6 20 h4 ★ d8 21 2 a4 I ran into difficulties. This game, particularly the final part, is worth the diversion to show it in its entirety.

Kasparov-Karpov, m(22) 1986: 21 ... h5 22 星el b5 23 公c3 數b8 24 數e3 b4 25 公e4 ba 26 公xf6+ 公xf6 27 ba 公d5 28 公xd5 cd 29 公e5 數d8 30 數f3 星a6 31 星c1 數h7. Here it was necessary for me to capture the pawn (31 ... 數xh4), and after 32 數xd5 數h7 33 公f3 數g4 the game would very soon end in a draw. The attempt to play more safely allows White to gain a positional advantage.

32 ※h3 並b6 33 並c8 ※d6 34 ※g3 a4 35 並a8 ※e6 36 並xa4 ※f5 37 並a7 並b1+ 38 \*\$h2 並c1 39 並b7 並c2 40 f3 並d2 (16).



Here the game was adjourned, and all the Grandmasters, including those of the very highest quality, reported in their newspapers that a drawn result was most probable. So it seemed to them. Alas, it was more like a case of mass hypnosis. If only Kasparov's sealed move had been to defend the pawn—41 \(\mathbf{L}\) b4 (41 \(\text{\text{\text{\text{\text{\text{d}}}}}\)eff

is not dangerous), then after 41 ... f6 White would be forced to exchange knight for bishop, and he would have to exchange queens, reaching a rook ending with obvious drawing tendencies. However, having thought for 17 minutes over his sealed move. Kasparov found a 'study' win. Of course, one couldn't call this luck in the literal sense, but if the diagram position had occurred a move earlier, before the final time control, he certainly would not have been able to find this possibility in the actual game.

41 Ad7!! It turns out that he can return the pawn—in exchange for a mating attack. 41 ... 4 xd4. There is no escape either, by a timely withdrawal of the king from the threatened check: 41 ... ♠h6 42 ♠f8 f6 (42 . . . ♠h7 43 屋xf7! ★xf7 44 ★g5 mate) 43 2xg6 \xg6 44 \xgf4+, picking up the rook. The capture 42 ... xd4 will lead to the same situation as in the game, though Black has no other useful moves replies to the threats of, say, \( \mathbb{b} b7-e7-e5, \) B b7-d7 d5 or B b8 and 2xg6. 42 ♠ 18+ ★h6. On 42 . . . ★ g8 there follows 43 \times b8 with a decisive leap of the knight. Now, at the first glance, the Black king is safely sheltered on the edge of the board, the White Knight being out of it. But White has a fine method of stealing up to the enemy King. 43 \ b4! A quiet but necessary move, on which the whole White combination hangs. After the exchange of rooks the cl-h6 diagonal is opened, and the Black king will be trapped in a mating net—any pin-prick on this diagonal would be a mortal wound.

43 ... \(\mathbb{L}\) c4. The exchange of rooks is forced, one way or another: 43 . . . \ xb4 44 ab d4 45 b5 d3 46 b5 d2 47 b7 d1(\(\overline{4}\)) 48 b8(\subseteq) \subseteq d2 (defending the mate on f4) 49 2xg6 \wxg6 (49 . . . fg 50 ₩h8 mate) 50 ₩h8+ ₩h7 51 ₩exe7 mate! Avoiding exchange doesn't succeed either: 43 ... M d3 44 a4 M e3 (44 ... d4 45 월b5) 45 월b8 幽e5 (45 ... <u>a</u>h7 46 当g5+ 当xg5 47 hg+ **★**xg5 48 ♠xh7 + loses a piece) 46 wxe5 xe5 47 Ad7 and after the retreat of the rook there follows 48 \( \mathbb{h} \) h8 + \( \text{\til\text{\texitilex{\text{\texitex{\text{\texi}\text{\text{\texi}\text{\text{\text{\texi}\til\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\te the bishop.

A beautiful finish! This game proved to be decisive in the return match—Kasparov went ahead and maintained his one point lead until the end of the contest.

Returning to the opening stages of this game with Kasparov, it is apparent that here one must make the deduction that it follows to place not the knight but the queen on d7: 18 ... #d7 19 \( \text{Me} \) 18 \( \text{Me} \) 20 \( \text{Me} \) 21 \( \text{Me} \) 3! merits

attention) 21 ... 鱼g6 22 色e5 查xe5 23 資xe5 鱼c2 24 資e7 鱼b3 25 查xb3 ab 26 資b4 with approximately equal chances (Epishin-Pigusov, Sebastopol 1986).

A significant innovation was demonstrated in the game Gurevich—Van der Sterren (Baku 1986): 19 ... 並 e8! 20 並 xe8 + 微 xe8 21 微 f4 ② e6!, and Black easily equalized. After 22 ② xe6 微 xe6 23 微 b8 + 微 c8 24 微 a7 ② c4 25 b3 ② xa3 26 微 xa5 ② e7 27 微 e5 微 d8 28 微 f5 ② b4 29 ② e4 ② b5 30 ② e5 微 d5 31 微 c8 + 像 h7 the players agreed a draw.

The first 22 moves of this game were repeated in the game Timman—Yusupov (Linares 1988). The more precise 23 微c7 didn't change the evaluation of the position: 23 ... ②c4 24 微b8+ (24 微xb7 鱼xd4! 25 微b8+ 食h7 26 ②d4 微el + 27 食h2 微xf2 and a subsequent ... ②e3 with a draw) 24 ... 食h7 25 微xb7 鱼xd4 26 ②xd4 微el + 27 食h2 ②d2 28 微xf7 Draw agreed.

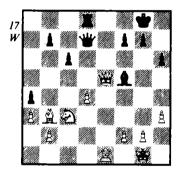
In any case, in all my games with Kasparov in which the current variations were played, I caused Black definite discomfort. Thus with White I was prepared to choose this again readily.

#### 18 ¥ xe5

The exchange of queens, 18 de wxdl 19 wcxdl, in the game Ivanov-Krutov (Minsk 1986), allowed Black to equalize: 19...

a4 20 \( \textit{\textit{a}}\) a2 \( \textit{\textit{k}}\) f8 21 \( \textit{\textit{c}}\) f8 22 \( \textit{\textit{c}}\) f2 \( \textit{\textit{c}}\) c2 23 \( \textit{k}\) c1 \( \textit{\textit{c}}\) b3 24 \( \textit{\textit{c}}\) xb3 ab. Possibly stronger is 21 \( \textit{k}\) d6, as played in the game Dokhoian—Kruppa (Irkutsk 1986).

Apparently, Black decided that he would always have time to push his flank pawn, whereas it was now necessary for 19...a4, holding his own.



It seems that there's no difference whatever, and that White must withdraw his bishop to a2, as the variation 22 ② xa4 ② xa4 23 ② xa4 ※ xd4 24 ※ xf5 ※ xa4 cannot be right. However, I found an attractive intermediary manoeuvre.

22 ⊯c5! ab

23 ≝ e7

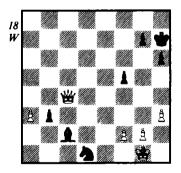
Yet another strong intermediary move. Before regaining the piece, the White rook penetrates to the seventh rank. Now 23 ... 当xd4 loses straight away because of 24 量e8+! 會h7 25 對xf5+, and on 23 ... 對c8 there follows 24 對xb6 with a clear advantage.

#### 23 ... **当d6**

Black prefers a position similar to that which arose in the abovementioned game Gavrikov—Belyavsky. But the present situation obviously isn't to his advantage.

24	<b>≝ e8</b> +	≝ xe8
25	<b>₩</b> xd6	න <b>c</b> 4
26	<b>₩</b> b4	<b>b5</b>
27	d5!	cd
28	⊅xd5	<b>≙</b> c2

When playing 27 d5, I noted that after 29 ②e7+ (29 当xb5 当e1+ 30 会h2 ②d2 with the hope of perpetual check), Black must return the exchange, because 29...会h8 won't do owing to the simple 30 当xb5. Therefore, after examining the variation, I turned my attention to the possibility 29... 当xe7! 30 当xe7 ②xb2 31 当e8+会h7 32 当xb5 ②d1 33 当c4 f5 (18).



In front of us is another study position. The knight leaps from the square b2 to d1, and Black is saved. So, in the event of 34 a4  $\ge$  b2 35  $\iff$  c6  $\ge$  d1 the queen must return to c4; after 36 a5  $\ge$  e4! and 37 ... b2 Black prevails. An unusual drawing device!

29	<b>₩</b> c3	<b>₹ q8</b>
<b>30</b>	∌f4	≌ d1+
31	doh?	⊅d2

After 31 ... <u>a</u> bl 32 a4 ≥xb2 33 ab the pawn cannot be stopped.

### 32 h4

Anticipating the perpetual check by the knight.

32	• • •	<u> </u>
<b>33</b>	ß	g5
34	hg	hg
35	Se2	

Steering clear of the last trap: 35 \$\arrow\$h5 \$\arrow\$fl + 36 \$\div gl \$\arrow\$g3 +.

35	• • •	g4
<b>36</b>	<b>∌g3</b>	<b>≙</b> e6
<b>37</b>	f4	એ <b>શ</b> +
38	⊇xf1	≝ xf1
<b>39</b>	<b>⊯e5</b>	<b>≗</b> c4
40	⇔g3	<b>≝</b> d1
41	f5	<b>≝ d5</b>
42	₩ <b>~</b> 4	

## **Black resigned**

There turned out to be rather a lot of references and ramifications in the notes to this game. Only a part of the information on this fashionable variation is among the material gathered here. Suffice it to say that, in order to understand, one must stray, like a Grandmaster, into such opening labyrinths in search of new ideas.

# Karpov-Short Brussels 1987

1	d4	∌f6
2	c4	<b>e6</b>
3	<b>∌</b> ₿	d5
4	<b></b> მc3	<u> </u>

5	<u> </u>	h6
6	<b>⊉</b> xf6	<u>⊉</u> xf6
7	e3	0-0
R	W c1	96

In the previous game we discussed in detail the current status of the variation 8 ... c6 9 2 d3 ⊅d7 10 0-0 dc 11 2 xc4 e5. Now let's look at a game in which a more modest continuation was encountered. This move of the apawn was made for the first time in the game Mikhalchishin-Lputvan (Lvov 1986). The experiment seemed to be fully successful: after 9 2 d3 dc 10 2 xc4 Ad7 11 0-0 b5 12 <u>a</u>e2 <u>a</u>b7 Black had fine play (better is 12 2 b3 c5 13 d5 ed 14 2 xd5 \ a7 15 e4 with equality). The game did not last long. After 13 \(\text{\text{wc2}}\) (13 b4 e5) 13 \(\text{...}\) c5 Black demonstrated in full measure the merits of the move 8 ... a6. This pawn supports the flank operation connected with ... b5, and the c-pawn can take two steps forward straight away, without loss of time. 14 dc 2xc5 15 2xb5 (giving the initiative to Black; 15 ¥fdl wb8 would have maintained the balance) 15 ... ab 16 当xc5 其xa2 17 其c2 1e4 18 其d2 **当a8 19 当xb5 量b8 20 当c4 ₫d5!** 21 当f4 (21 当d3 量b3!) 21 ... ₩bxb2 22 ₩xb2 ₩xb2 23 0c4? (Now the bishop finds itself in a fatal bind. Correct was 23 2 d3). 23... 2 e4! 24 ≝ c1 ⊯c6! 25 分e5 ② xe5 26 坐 xe5 월 b7 27 坐c3 월 c7 28 g4 ½ c8 29 h4 1 f3 30 ½ c2 we4 31 wd4 wxc2 White resigned.

In the game Speelman-Xu Jun (Subotica 1987), White, instead of

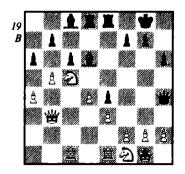
11 0-0, made the more aggressive move 11 ②e4. Play continued thus: 11...c5 12 ②xf6+ 微xf6 13 0-0 cd (possibly more accurate was 13... b6 14 微a4 微e7 with unclear play) 14 微xd4 微xd4 15 ②xd4 ②b6 16 ②e2 e5! 17 ②f3 ③e6 18 监c7 监ab8. Black has negotiated the opening stages successfully, though the Grandmaster subsequently outplayed his less experienced opponent.

#### 9 a3

Playing to gain time. While awaiting the exchange d5xc4, White, for the time being, keeps his bishop at home. This idea (which may also be pursued via the moves 9 h3 and 9 wd2) has been little tested in practice. In some games White immediately exchanged in the centre: 9 cd ed 10 2 d3 \( \text{d} e 8 \) 11 0-0 c6 12 \( \text{w} \) b3 2d7 13 ¥ fel 2b6 14 h3 (14 e4 2g4! 15 e5 2 e7 16 2d2 c5) 14 ... 2 e6 with equality (Georgadze-Goldin, USSR 1987), Commenting on the game, Goldin and Khasin suggested 13 e4! de 14 axe4 Af8 15 1 fel Ae6 16 Axf6 \ xf6 17 ≝e4! with some initiative for White.

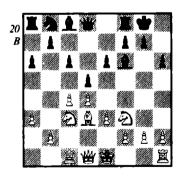
In the game Rajna-Bonsch (Polanica Zdroj 1987), instead of 12 当b3 there followed 12 与a4, with the further 12 ... 到d7 13 b4 至e7 14 当b3 至d6 15 云c5 云f6 16 当fel 当e7 17 a3 云e4 18 至xe4 de 19 云d2 至f5 20 云c4 墨ad8 21 a4 主g4 22 云d2 当h4 23 云f1 至c8 24 b5 (19).

It seems as though White has met with more success on the



queenside than Black has on the kingside, but there follows an effective and unexpected combination.

24 ... 查xh2 + 25 ②xh2 量d5 26 f4 量h5 27 ②fl wh1 + 28 由f2 查h3! 29 量e2 wxg2 + 30 由el wfl + 31 由d2 wf3. Black has a decisive advantage.



In the game Mikhalchishin—Sobura (Karvina 1987) there followed 10 e4 de 11 ②xe4 c5 12 ③xc5 ②c6 13 b4 (Sobura ascertained in his analysis that 13 ②b3 a5!, 13 d5 ed 14 cd ②xb2, and 13 ②e4 ③xd4 are absolutely safe for Black) 13... ②xd4 14 ③d3 a5! 15 0-0 ab 16 ab 墨a3, with equal chances.

#### 10 ... Ad7

The continuation 10 ... b5 11 cb cb 12 2 b1 5 d7 13 0-0 transposes to Portisch-Short, below. Interesting is 13 \(\psic2\) g6 14 h4 h5 15 g4! In the game Rashkovsky-Barsov (USSR 1987), White's attack swiftly achieved its goal: 15 ... hg 16 Ah2 e5 17 h5 ed 18 ②xg4 dc 19 hg 2g7 20 2h6+ © xh6 21 gf + \( \mathbb{Y}\) xf7 22 \( \mathbb{Y}\)g6+ ★18 23 当xh6+ ★e7 24 其xc3 \$\f6 25 \$\frac{1}{2}6 \frac{14}{2}5 \frac{1}{2}6 \frac{14}{2}5 \frac{14}{2}6 \frac{14}{2}5 \frac{14}{2}6 \frac{14}{2}5 \frac{14}{2}6 \frac{14}{2}5 \frac{14}{2}6 \frac{14}{2}5 \frac{14}{2}6 \frac{14}{2}5 \frac{14 27 of7 Ha7 28 Hxc8 wxc8 29 wxf6+ c7 30 ≦h6 cb8 31 #d6+ #c7 32 2 xd5 Black resigned.

#### 11 0-0 b5

Also possible is 11 ... dc 12 △ xc4 b5, which was met in the game Ftacnik-Georgiev (Varna 1987). 13 <u>\$</u> a2 (more accurate was the retreat of the bishop to e2) 13 ... c5 14 De4 (neither the advance of the d-pawn, nor the exchange on c5-14 dc axc5 15 wc2 wd3!—is dangerous for Black, who gets a fine game) 14 ... c4! 15 2xf6+ 2xf6 16 b3 cb 17 <u>a</u>xb3 <u>a</u>b7 18 <u>a</u>e5 <u>u</u>c8 (after 18 ... ₩e7 19 a4 b4 Black is slightly better) 19 ≥d3 xcl 20 wxcl wa8 21 f3 \ c8 22 wb2. and a draw soon followed.

#### 12 cd cd 13 ⊅e2

This move may be called a novelty. In the afore-mentioned game, Portisch—Short (Brussels 1986) 13 鱼b1 鱼b7 14 a4 ba 15 全xa4 鱼c8 16 尝d3 g6 17 b4 鱼c6 18 尝b3 鱼xa4 19 尝xa4 色b8 was seen, with an eventual draw.

13	• • •	<u> </u>
14	<b>≙</b> b1	≝ e8
15	<b>443</b>	

More accurate was 15 \(\mathbb{e}^2\), and on 15 ... g6 (15 ... \(\Delta\)f8 16 \(\Delta\)e5), then 16 \(\mathbb{e}^2\)c7.

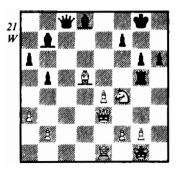
15	•••	<b>g6</b>
16	≝ fe1	≝ c8
17	≝xc8	₩xc8
18	h4	e517

Black doesn't wish to defend passively and tries to activate his bishop.

19	de	<u> ව</u> xe5
20	⊕xe5	≝ xe5
21	∂ <b>f</b> 4	d4

The exchange of the central pawn is premature in the extreme. More reliable, perhaps, was 21 . . . h5.

In order to avoid the loss of a pawn, Black is forced to place his pieces awkwardly.



29 <u>↑</u> xb7
A critical moment. Instead of

exchanging my light-squared bishop, I could have successfully used it for an attack: 29 监cl! 当b8 (29... 当d7 30 当a7 鱼c6 31 当xd7 鱼xd7 32 监dl!) 30 鱼xf7+!! White is also better after 30 鱼xb7 当xb7 当xb7 31 全d5, but the bishop sacrifice is more effective.

30... 会 xf7 31 验 b3 + 会 f8. No better is the alternative flight square: 31 ... 会 g7 32 ② e6 + 会 h7 33 ② xg5 + hg (33 ... 鱼 xg5 34 微 f7 + 会 h8 35 显 c7) 34 微 f7 + 会 h6 35 微 f8 + 会 h7 35 显 d1.

32 ②e6+ 由e7 33 並dl ②c7 34 ②xg5 hg 35 当h3 由f6 36 並d7 ②xe4 37 当e3! 当b7 38 当c3+ ②e5 39 並xb7 ②xc3 40 适b6+ winning.

29		waxb7
<b>30</b>	න <b>d</b> 5	<b>★</b> h7
31	₩d4	₩c8
32	¥ d1	<b>⊯e6</b>
33	<b>≝ d3</b>	h5
34	異ß	<b>⇔</b> g8
35	# 43	

One careless move—35 \( \mathbb{H} \) f6 and Black would prevail: 35 \( \ldots \) \( \mathbb{H} \) xd5!

35	• • •	<b>⇔</b> h7
<b>36</b>	<b>E</b> 13	æg8
37	#fI	<b>≝</b> e5
38	<b>≝ e3</b>	₩d6
39	f4	≝ e8
40	e5	<b>₩ e</b> 6
41	<b>⇔</b> g1	₩g4
42	<b>⇔</b> h2	<u> </u>
43	<u>u</u> 13	≝ c8?

Short falls into the trap. The centralized knight provides White with an obvious superiority, but now it instantly finishes the game.

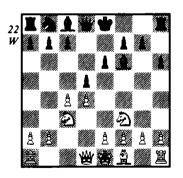
#### 44 夕e3! Black resigned

After 44 ... \\ e6 45 f5 \\ e7 46 f6 wins a piece.

#### Timman—Yusupov Tilburg 1986

The sixth game in this Candidates semi-final match proved to be a turning point. Having prevailed with this brilliant victory, Yusupov went further ahead, taking 2½ points from the next three games.

1	d4	<b>d5</b>
2	c4	e6
3	නුc3	<b>⊉f6</b>
4	<b>න</b> යි	<u> </u>
5	<b>≙</b> g5	h6
6	<b>≙</b> xf6	<u> </u>



I shall avail myself of this game, in which 7 \( \text{\text{w}} b3 \) was played, in order to reflect on the string of battles with Kasparov, having put them to the side for a while. In these games comparatively rare systems of the Queen's Gambit were used.

Karpov-Kasparov, m(19)

1984/5: 7 当d2 ②c6 8 e3 0-0 9 堂c1 a6 10 ②e2 dc 11 ②xc4 e5 12 d5 ②a7. In the game Karpov—Georgadze (Hanover 1984) the knight retreated to e7, and after 12 ... ②e7 13 ②e4 ②f5 14 ②e2 ②d6 15 ②xf6+ 当xf6+ 16 0-0 e4 17 ②d4 董e8 18 董xc7 当g5 19 董fc1 ②h3 20 ②fl ②g4 21 当b4! White had the advantage.

13 幽c2 函b5 14 函xb5. Later, in the game Eingorn-Lputyan (USSR Championship 1985), White played 14 鱼xb5 ab 15 a3 c5 16 函xb5 b6 17 e4 鱼a6 18 a4 幽d7 19 0-0 鱼xb5 20 ab 幽xb5 21 墨a1, with White maintaining a small plus.

14 ... ab 15 鱼b3 e4. In this way, Black succeeds in simplifying the play. In the event of 15 ... 鱼g4 16 ②d2 星c8 17 幽d3 鱼d7 18 ②e4 White is obviously better (Chernin-Lputyan, USSR Championship 1985).

16 ②d4 ②xd4 17 ed c6 18 dc wxd4 19 0-0 bc 20 wxc6 ②d7 21 wd5 wxd5 22 ③xd5 墨a6 23 墨fd1 ②e6 24 a3 ③xd5 25 墨xd5 墨b8, and Black succeeded in holding the rook ending. Karpov–Kasparov, m(21) 1984/5: 7 wd2 dc. A strong move in comparison with the previous game. Black intends to clarify the centre by means of the traditional ... c5.

8 e4 c5 9 d5 ed 10 e5 童g5. Erroneous is 10...d4: 11 ef dc 12 樂e3 + 童e6 13 fg 翼g8 14 樂xc3, when the situation is quickly simplified.

11 wxd5 2c6 12 axc4 0-0 13 0-0 wxd5 14 axd5 2b4! and Black has solved all his opening problems.

Karpov-Kasparov, m(6) 1985: 7 e3 0-0 8 曾d2 dc 9 並xc4 ②d7 10 0-0 c5 11 基fd1 cd 12 ②xd4 ②b6 13 並e2 並d7 14 並f3 基ab8 15 ②e4 並xd4 16 曾xd4 並a4 17 曾xd8 基fxd8 18 蓋xd8+ 蓋xd8 19 ②c5 蓋d2. The b7 pawn is indefensible, and the activity of his rook is Black's only hope.

20 b3. Seemingly, 20 b4 was stronger—this tempo could have proved useful in the ending. 20 ... 並c6 21 ②xb7 並xf3 22 gf ②d7 23 無g2 g5 24 b4 ②b6 25 無f1 ②d7 26 無g2 ②b6 27 無f1 ②d7. Draw agreed.

Now back to Timman-Yusu-pov.

#### 7 **₩b3** c6

Besides this, theory also considers 7...c5 8 dc dc 9 常xc4 0-0 10 量c1 並d7 11 g3 (worse is 11 e3 常e7 12 並d3 並c6 13 b4 b6 14 b5 並d5 with advantage to Black; Malaniuk—Kruppa, USSR 1986) 11... 常a5 12 並g2 並b5 13 常b3 並c6 14 0-0 全a6 with approximate equality (Lerner—Belyavsky, USSR Championship 1986).

I digress for a moment, in order to recall one more game between myself and Kasparov (Kasparov-Karpov, m(2) 1986), in which my rival played (after 7 ... c6) 8 e3, and after 8 ... ad7 9 ad1 0-0 10 ad3 b6 11 cd cd 12 e4 de 13 axe4 b8 14 0-0 there followed the important rejoinder 14 ... b5!, solving all of Black's problems. After six more moves: 15 afe1 ab6 16 ab1 ab7 17 ac2 g6 18

d5 ed 19 ≥xd5 2xd5 20 ≝xd5 ≝fd8 a draw was agreed.

Commenting on this game, Kasparov pointed out that 8 0-0-0 (instead of the quiet 8 e3) was going a bit far in a World Championship match. Although it wasn't suitable in a match for the title, it was fully acceptable in a Candidates match.

#### 8 0-0-0!?

As after 8 e4 de 9 ②xe4 ¥a5+10 ¥c3 ¥xc3+11 bc ②e7, the two bishops compensate Black for White's spatial advantage. In the game Dolmatov-Pigusov (Kharkov 1985) there came 8 ½d1 0-0 9 e4, but here too Black succeeds in getting a reasonable game—9... de 10 ③xe4 ②d7 11 ②e2 e5 12 0-0 ed 13 ③xd4 ③xd4 14 ½xd4 ¥e7. Also leading to a level game is 10... ②e7 11 ②e2 ¥a5+ 12 ½d2 ②d7 13 0-0 e5 (Lerner-Gurevich, USSR Championship 1986).

#### 8 ... dc

The logical solution; otherwise after 9 e4, White would recapture the pawn on c4 with his bishop, for example: 8... 2d7 9 e4 dc 10 2xc4 0-0 11 e5 2e7 (Ftacnik-Lechtinsky, Czechoslovakian Championship 1986), and here 12 2d3 b5 (12... c5 13 d5 ed 14 xd5 2b6 15 xe4 g6 16 xe3) 13 2c2 2b7 14 2e4 and a further xd3 gives White a strong initiative.

#### 9 当xc4 b5 10 当b3 a5

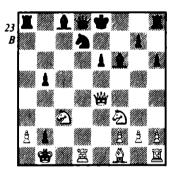
Black opts for play on the queenside in answer to White's central activity.

11	e4	<b>a4</b>
12	<b>⊯c2</b>	නු <b>d7</b>
13	d5	cd
14	مط	•1

Too risky. Safer was 14...0-0 15 de fe, only now contemplating ... a3. However, after 15 #e4 White's chances are obviously better.

The piece sacrifice is unsound— 16 ... 0-0 17 ed 營a5 18 營b3! 2 b7 19 2 d4 b4 20 2 cb5.

#### 17 **\*\*e4**(23)



17 世g6+ 中e7 18 全d4 世b6 19 全f5+! looks tempting, but after 17... 中f8 18 全d4 世b6 19 世e4 全b7 20 全xe6+ 中g8 the Black king slips merrily away.

#### 17 ... <u>↑</u> xc3!

The ending without queens, 17... 월 b8 微xe6+ 微e7 19 微xe7+ 像xe7 20 全d5+, doesn't appeal to Yusupov, and he prefers to sacrifice material.

#### 18 wxa8 0-0

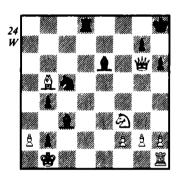
Castling could still have been delayed a little: 18 ... 当c7 19 查xb5 0-0 20 当c6 当xc6 21 查xc6 全c5, with counterplay. Black chooses a sharper continuation.

#### 19 **₩c6** b4

On 19... #f6 there follows 20 2xb5, when things look bad for Black.

#### 20 **≙** c4

International Master Dvoretsky, Yusupov's trainer, commenting on the game, supposed that 20 当xe6+ 会格 21 鱼b5 全c5 (21 ... 当f6 22 当xf6 全xf6 23 全h4) 22 当xd8 当xd8 23 当g6 鱼e6 (24) was in Black's favour, threatening 24 ... 当a8 or 24 ... 童g8.



However, we should probably not believe this evaluation! The current position occurred again a few months later in the game Thipsay-Barua (Dacca 1986), and here there followed 24 2g5!? Let's see how the game ran its course: 24 ... hg 25 h4 2 a8 (bad is 25 ... g4 because of 26 wh5+ and 27 wxc5) 26 hg+ wg8 27 2 a4. This move is more or less forced, leading to a peaceful conclusion: 27 ... 2 xa2 + 28 xa2 照xa4+ 29 会b1 照a1+ 30 会c2 ≅xh1 31 we8+ ★h7 32 g6+ ★h6 33 ₩h8+ ★xg6 34 ₩xh1 නු4 35g4 නුd2 36 wh5+ #f6 37 ₩f5+ \$e7 38 \c5+ \$f7 39

Thipsay, analysing the game, revealed that significantly stronger was 27 ★c2 ¼d8 (27... 2 xa2 28 \times h7+ and 28 \times f5+. 27 ... 2 f7 28 wf5) 28 2 d3! and in view of the threat 29 \(\mathbb{H}\) h8+ White wins. Thipsay also indicated that, in the diagram position, also strong for White was 24 對h5 ②e4 (24 ... **△**g8 or 24 ... 2d5-25 ≥g5, 24 ... 2d5 25 we8+ ch7 26 2a4!, 24 ... b3 27 we8+) 25 ac6! af6 26 ₩c5! \c8 27 \Dh4! \d7 28 ≥g6+ ★h7 29 ≥f8+. (This game could have been included in the book as one of the main ones. and it was left in the shade purely on sporting considerations. Yusupov's victory in this game, and thereupon the match, sent him into the Candidates final.

#### 20 ... ★h8!

A wonderful idea! the point is that in the event of 21 1xe6 \( 62 \) xd7, the spectacular 22 ... \( 65 + \) decides.

#### 21 **₩e4**

Allowing Black to mount a dangerous counter-attack. Evidently, had he played 21 量d6!, the Dutch Grandmaster could yet have justified his opening strategy. 22 量hd1 is threatened, and on the queen's retreat Makarichev gives such variations as: 21 ... 当e7 22 量xe6 全f6 23 当xc8! or 21 ... 当f6 22 量xd7 重xd7 23 当xd7 量d8 24 当xe6, controlling the squares g6 and f5. Sharper is

21 ... 響e8 22 嵐 xe6 響h5 23 g4 響h3 24 嵐 g1 函 b8! 25 嵐 e8! 函 xc6 26 嵐 xf8 + and 27 嵐 g3, but 22 嵐 hd1 deprives Black of any illusions: 22 ... 響g6+ 23 查d3 響 xg2 24 函 h4! 響 xc6 25 函 g6 + 會g8 26 嵐 xc6 with the threats 27 函 xf8 and 27 嵐 xc8 嵐 xc8 28 函 e7+.

21 ... #c7!
22 20 h4 20 e5!
On 22 ... 20 f6, 23 20 g6 + \$\dagge g8\$
24 20 xe6 + is winning.

23 <u>2</u>d3 ≥xd3

Now the role of the lightsquared bishop on c8 increases dramatically.

#### 24 ≥g6+

Perhaps it would be better to play 24 \(\mathbb{Z}\) xd3 immediately.

24 ... **\*\*g8**25 **\*\*** xd3

It's possible that Timman had counted on 25 ②xf8 ②xf2, but at the last moment noticed the retaliatory response 25 ... ②c5! 26 当行 ②b7! and 27 ... ②e4+. 25 当xd3 was necessary, forcing 25 ... 黑e8. Now White is on a slippery slope.

Clearing the way for his bishop. On 29 國d1, 29 ... 資xd1+! 30 資xd1 皇f5+ decides.

> 29 2h4 2e6 30 Md1 2d4

31 **₩a4 ₩d8** 

32	<b>₩c6</b>	<u> </u>
33	≝ xd4	ed
34	<b>₩b5</b>	<b>₩ a8!</b>
35	⇔xb2	<b>⊯xa2</b> +
36	<b>⇔</b> c1	<b>₩a1</b> +
37	<b>⇔</b> d2	<b>⊯c3</b> +
38	<b>⇔</b> d1	<u> </u>
White r	esigned	

#### Karpov-Kasparov Game 19, World Championship 4 Seville 1987

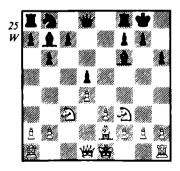
A few positions, which I will deal with below, appeared time and again in my matches with Kasparov-in three out of four played! The Tartakower-Makogonov-Bondarevsky (TMB) Variation. is highly popular modern theory and practice; in any event, both contestants in the battle for the crown used it as White and as Black. The present game allows us to gather together all the relevant material accumulated in these matches. Eight times we returned to this TMB Variation, and strange as it may seem, in spite of the stormy chain of events each and every time these games ended in a draw.

1	AB.	d5
2	d4	<b>∌f6</b>
3	c4	е6
4	නු <b>c</b> 3	<u> </u>
5	<u>≙g</u> 5	0-0
6	e3	h6
7	<u> </u>	

When the h-pawn attacks the bishop (usually on the fifth move),

it always poses the same question: to exchange on f6 (Petrosian's Variation) or to retreat, even if only temporarily, to h4. Unless I've made a mistake in my calculations, this dilemma of the white bishop occurred 24 times (an entire World Championship match!). In other variations of the Oueen's Gambit such a problem doesn't arise: the bishop usually settles on f4 and play assumes quite a different character. Of the 24 games mentioned, White slightly more often chose 2g5h4.

Now, when Black has clarified the development of his bishop on c8 by occupying the slightly passive square b7, White, quite appropriately, carries out exchanging operations in the centre. Another plan, also popular in our matches, is connected with the waiting manoeuvre 9 \(\mathbb{E}\) c1 (which can also be played at move 8).



Black is now prepared to carry

out a convenient ... c5, and therefore White must either obstruct this immediately by means of 11 b4, or after 11 0-0 ᢓd7. In the present game, the latest to date in my theoretical dispute with Kasparov, I castled short. However, in our first encounter, as far back as the 1984 match, Kasparov continued 11 b4. Let's see this game, and also the relevant parts of the games played between the first and eighth.

Kasparov-Karpov, m(12) 1984/5:

#### 11 b4 c5

12	bc	bc
13	≝ b1	<b>≙</b> c6
14	0-0	න <b>d7</b>
15	<b>≙</b> b5	<b>≝c7</b>
16	₩d2	₩ fd8
17	≝ fc1	≌ ab8
18	<b>⊉</b> xc6	¥ xb1
19	2xb1	<b>₩xc6</b>
20	dc	<b>≙xc5</b>
21	₩c2	

#### Draw agreed

This game was played at a difficult time for Kasparov: three games earlier I had gained my fourth win out of the necessary six (and, of course, no-one could have predicted, that in almost 40 subsequent games I would be able to gain the upper hand only once).

In this critical situation Kasparov set his problems aside to proceed with extreme caution, risking nothing with White, or Black. I also adopted such a strategy, although, as it subsequently turned out, in vain. In any event, these quick truces are accounted for purely by match considerations, and the chess resources in the diagram position, as we can now be sure, are far from being exhausted.

Kasparov-Karpov, m(38) 1984/5: The first fifteen moves coincide with the previous game, and were subsequently followed by 16 \(\preceduc{6}{2}\). Towards the finish of the match, Kasparov played by far the most energetically, and for once this forced me into playing a string of accurate moves, in order to maintain the balance.

	16		<u>⊭</u> fd8	
16	c	d 17 න	xd5.	
	17	≝ fc1	≝ ab8	
	18	a4	<b>⊯d6</b>	
18		c4? 19	₫хс6 ⊯хс	6 20
≝ b5	i.			
	19	dc	ව xc5	
19	٠ ا	¥xc5 20	<b>⊯</b> d2.	
	20	<b>≙</b> xc6	<b>₩</b> xc6	
	21	ව <b>b</b> 5	<u> </u>	(6)
	- Zen	<u> </u>	الأمله الألا	
26				
W				ı
		₩		
	<b>////</b>			
	5 <b>///</b>		van zan.	
		u.		
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22	<b>≝f</b> 5	₩e	8
The va	riation	22	a6 23
<b>≝</b> xf7+! <b>∉</b>	xf7 24	නුe5+	<b>⇔</b> e8 25
≥xc6 ab	26 ab d	lidn't a	ppeal to
me. Also	not goo	d for B	lack are
22 ₩e6	5 23 <b>₩</b> xe	e6 fe 24	නුfd4 or
22 👑	d7 23 v	≝yxd7 ≦	xd7 24
නුe5.			

23	⊋e5	<b>≝</b> b7
24	<b>එ</b> d4	<b>≌</b> c7
25	න <b>b</b> 5	월 b7

#### Draw agreed

Karpov-Kasparov, m(39) 1984/5: In this game I employed a strategy often used by both of us in our confrontations: I adopted one of my opponent's opening weapons. As the preceding game shows, White can lay siege to the d5 pawn with absolutely no risk attached, so I decided to reverse colours. The current game repeats the previous 21 moves (with a little transposition) right up to the diagram position. A unique event in the history of the fight for the World Championship!

#### 22 ≥ xa7

Forcing Black to exchange down to an ending.

#### 22 ... **₩**a6

The accurate response. Bad is the immediate 22 ... 資xa4 23 資xa4 ②xa4 24 ②c6 量xbl 25 ②xe7+ 會f8 26 ②g6+! fg 27 量xbl.

23	-2b5	₩xa4
24	₩xa4	-⊇ xa4
25	ව fd4	<b>≝ d7</b>
26	<u>එ</u> c6	<b>≝ b6</b>
27	ව <b>bd4</b>	<b>⊉</b> f6
28	<b>≌</b> xb6	<b>∂xb6</b>
29	₩ b1	<b>⊋a4</b>

	<b>30</b>	g3	වුර
	31	<b>⇔</b> g2	g6
	32	<b>ಎ</b> ಣ	<b>≝ d6</b>
	33	නුcd4	Ѐ6
	34	<b>≅ P8</b> +	<b>⇔</b> g7
	35	න <b>b</b> 3	≝ d7
	<b>36</b>	≝ b5	<b>≙c3</b>
	37	නුc1	නු <b>g</b> 5
37	d	4? 38 ₽e2.	
	38	නුe2	∌લ4
	39	₩ b3	

We hadn't abandoned the option of a draw, yet here Black could have had definite problems after 39 g4 (or on the next two moves).

<b>39</b>	• • •	<u>≅</u> c7
<b>40</b>	<b>≝ b5</b>	≝ d7
41	⊋\ <b>f4</b>	₽16

On the text move, Black obstructs the moves g3-g4-g5, which would increase the pressure on the d-pawn intolerably. Now the draw is inevitable.

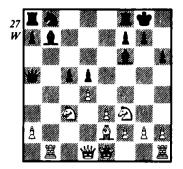
42	h3	h5
43	<b>≝ b3</b>	<b>එ</b> 4ෙ
44	<b>≝ a3</b>	<b>⇔</b> g8
45	<b>≝ a4</b>	<b>∌f6</b>
46	g4	hg
47	hg	∂xg4
48	නුe2	d4

#### Draw agreed

Kasparov-Karpov, m(40) 1984/ 5. The well-known system in the following game had already been employed by Kasparov as White.

11	<b>b4</b>	c5
12	bc	bc
13	≝ b1	<b>⊯a5</b> ?!
		(27)

An experiment which didn't turn out too well for me. In all the remaining games of our match, on



the appearance of the rook on bl Black automatically replied 13... 2 c6.

14	₩d2	cd
15	ව xd4	≙ xd4
16	ed	<b>≙</b> c6
17	₽ <b>b</b> 5	₩d8

There would be few prospects in the endgame resulting after the exchange of queens.

	18	0-0		20	6	
Co	rrect	was	18		නුd7	19
≝ fc1	<u>a</u> xt	5 20	≌ xl	o5 2	<b>)</b> f6.	
	19	න <b>a</b> 3	}	12	e8	
	20	⊕c2		<u>u</u>	xe2?	

And now more accurate would be 20 ... 白d7: 21 白b4 幽a5 22 量b2 自b5 23 直xb5 幽xb5, and Black would be safe.

21	₩ xe2	<u> </u>
22	≝ xb5	ab
23	₩xb5	≌ xa2
24	නු <b>e3</b>	<b>≝ 25</b>
25	₩b7	₩e8

Black doesn't have sufficient compensation for the pawn, and it was only with great difficulty that I was able to save the ending.

It must be said, that in general, the move 13 ... #a5 is not so bad, and Black's troubles are not directly connected with it. I turned to this queen move twice in

1988, after my contests with Kasparov.

Seirawan-Karpov (Brussels 1988). From the position of the last diagram, the American Grandmaster played 14 0-0, and here is how the game continued:

	8	••••••
14	• • •	cd
15	<b>₽</b> xd4	නු <b>c</b> 6
16	නු <b>db5</b>	නුe7
17	<b>≝a4</b>	wxa4
18	∂xa4	<u>€</u> c6
19	<b>නු</b> රේ	≝ fc8
20	≝ fc1	<u>⊉</u> xb5
21	👲 xb5	<b>≝</b> c7
22	නු <b>d7</b>	<b>≙</b> c3
23	<u>₩</u> b3	<b>≙a</b> 5
24	<u>≅</u> xc7	<u> </u>
25	<b>g3</b>	≝ c8
26	<u>≙</u> a6	<b>≝ a8</b>
27	<b>≝ b7</b>	<b>≙d6</b>
28	<b>≙ b5</b>	<b>a</b> 5
29	<u>2</u> a4	<b>g6</b>
30	<b>≙</b> b3	<b>⇔</b> g7
31	<b>a4</b>	<u> </u>
32	නු <b>e</b> 5	<b>≝ c8</b>
33	<b>≝ b5</b>	≝ c1 +
34	<b>⇔</b> g2	<b>≙</b> c3
35	<b>≝</b> b7	<u>⊉</u> b4
<b>36</b>	<b>≝ b5</b>	<b>≙c3</b>
<b>37</b>	<b>≝ b7</b>	<u> </u>
38	<b>≝ b5</b>	<u>≗</u> c3
Draw ag	reed	

In this game Black was always being tested for certain difficulties, so therefore in the following game on move 21 I came up with a significant improvement.

Timman-Karpov (Amsterdam 1988). 21 ... d4! (instead of 21 ... \( \section c7 \)). This allows White to disrupt his opponent's kingside. However the doubled pawns are

not important—the game is forced into a draw.

22 *⇒*1d7 de 23 ⊅xf6+ وf 24 fe ₩ ab8 25 9 a4 **4**27 26 ¥ xb8 ₩ xc1 + 27 **#**12 ¥ c7

#### Draw agreed

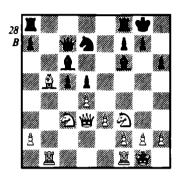
So far, we have covered only half the ground in our discussion of the TMB variation. We will look at four more games.

Kasparov-Karpov, m(42) 1984/ 5. After the previous drawn games, it was thought that Kasparov would gladly enter into a repetition of that opening variation. Now already after 11 b4 c5 12 bc bc 13 \( \mathbb{H} \) bl I returned to 13 ... 2 c6 and after 14 0-0 分d7 15 16 b5 wc7 16 wc2 played the new-in comparison with games 38 and 39-move 16 ... \( \mathbb{M}\) fc8. White and Black have various ways of arranging their rooks on their respective first ranks. It seems that this is of no special importance, and so it turned out. On this occasion, peace was rapidly declared.

17	≝ fc1	<u>≩</u> xb5	
18	≥xb5	<b>₩c6</b>	
19	dc	-∂xc5	
20	<b>₩f5</b>	<b>₩e6</b>	
21	∌fd4	₩xf5	
22	⊋xf5	-⊇ <b>e</b> 6	
23	<u>₩</u> xc8 +	≝ xc8	
24	-≥xa7	≝ c2	
25	- <u>ე</u> ხ5	≝ xa2	
26	h3	<b>≌ a</b> 5	
Draw agreed			

Karpov-Kasparov m(8) 1985. In

the next match came my turn to use the variation as White. New to our encounters was the 16th move, 16 當d3 (28) (instead of 16 當d2 or 16 當c2).



Only this move can be described as a novelty. In the game Didishko-Vladimirov (Moscow 1983) after 17 實行 cd 18 ed g6 19 實力 至於5 20 至於5 實行 Black had a good game.

17	• • •	<b>≝ ab8</b>
18	<u> </u>	<b>₩хсб</b>
19	≌ xb8	≝ xb8
20	dc	<b>≙</b> xc3
21	₩xc3	₩xc5
22	wxc5	∂xc5
23	h3	<i>⊅</i> \ <b>64</b>

24	¥ xd5	<b>≝</b> b1 -
24	⇔h2	∂xf2
26	<b>≝ d8</b> +	<b>⇔</b> h7
27	≝ d7	<b>a5</b>
28	≝ xf7	≝ b2
29	<b>a4</b>	∌d1
20	₩ <b>•7</b>	WE L 4

31	වු <b>d</b> 4	<b>ව xe3</b>
<b>32</b>	<u>එ</u> c6	<b>≝</b> c4
<b>33</b>	≝ xe3	≝ xc6
34	<b>≝</b> e5	≝ c3
35	¥ xa5	

A rook ending with an extra pawn—the most I could extract from the position. Black defended accurately, and ten moves later we agreed a draw.

Kasparov-Karpov, m(18) 1987. In the return match we didn't use this variation, but then in Seville it was encountered twice in a row. Now it is Kasparov's turn to play White. From the last diagram position I had again prepared a move, a different square for the frook.

16	• • •	<b>≝</b> fc8
17	¥ fc1	≝ ab8
18	h3	<b>g6</b>
19	<u> </u>	≝ xb1
20	<b>₩xb1</b>	<b>₩</b> xc6
21	dc	<b>₩xc5</b>
22	නුe2	₩18
23	h4	

This brings immediate equality. After 23 264 White would have maintained a certain amount of pressure.

23	• • •	නු <b>e</b> 5!
24	න xe5	<u>≗</u> xe5
25	¥ d1	<b>₩c5</b>
<b>26</b>	h5	<b>坐c2!</b>
27	<b>当xc2</b>	異 xc2
28	¥ xd5	≝ xe2
<b>29</b>	<u>¥</u> xe5	≝ xa2
<b>30</b>	hg	fg
31	<b>≝</b> e7	<b>a</b> 5
32	<b>≌ a7</b>	<b>a4</b>
33	g3	h5
34	<b>⇔</b> g2	<b>a3</b>

35	e4	g5!
<b>36</b>	<b>₩</b> 13	<b>g4</b> +
<b>37</b>	<b>⇔</b> e3	≝ a1
38	<b>★</b> f4	M U
39	<b>⇔</b> g5	¥xf2
40	xh5	<b>≝ e2</b>

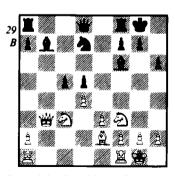
#### Draw agreed

Finally our discussion is brought to its end, and we can now return to our text game, the latest in the series of battles with Kasparov. So, let's return to diagram 25.

#### 11 0-0 원d7

In the much earlier game Karpov-Spassky (Leningrad 1974) Black played 11... 對d6 and after 12 五cl a6 13 a3 全d7 14 b4 b5 15 全el had a position with no prospects. Hence the preparation for ... c5—a most judicious decision.

Many probably thought that there would now follow 14 里bl 全c6 15 全b5, when an extremely sharp position arises. But...



Surprisingly, this active riposte hadn't been tested in practice until now. It presents Black with serious problems.

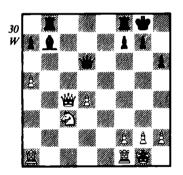
14 ... cd 15 ②xd4 ②xd4

On the suggestion of some commentators, 15 ... 全c5, 16, 当b4! is very strong. 16 ... 当e7 (16 ... 当c8 17 全g4) 17 当abl leads to unpleasant pressure for White. In the event of 16 ... 当b6 White can choose between the exchange of queens, creating at least one pawn weakness in the enemy camp, and the subtle 17 当a3, preparing 18 当abl.

16 ed ≥ b6 17 a4 <u>u</u> b8 18 a5 ≥ c4

By sacrificing a pawn, Black activates his bishop. The retreat 18... 2 a8 is not in his nature.

19 <u>@</u> xc4 dc 20 尝xc4 尝d6(30)



White has an extra pawn and his forces are actively placed, but after 20... \(\psi f6\) Black gains sufficient counter-chances. After, say, 21 \(\psi fc1\) Black has the choice between 21... \(\psi fc8\), 21... \(\psi fd8\) and 21... \(\psi a6\). Now White swaps off queens, securing the advantage.

21 **₩c5!** 

21 ≝fcl only leads to equality

> 23 ... <u>0</u> a8 24 5 b5

24 🖺 a5 is passive. By exchanging my crippled c5 pawn for the more valuable one on a7, I obtain a dangerous passed pawn. But Black, making the most of the unfortunate posting of the knight at a7, finds a means of getting into a rook ending with good drawing chances.

Black finds a strong reply. In the event of 25... 鱼 xg2 26 会 xg2 监 a8 27 监 fbl 监 xa7 28 监 b7 监 a8 29 a7 监 cc8 30 监 abl 监 f8 31 监 c7 White gets a decisive initiative. Also bad is 25... 监 b8 26 监 fcl! 监 xcl 27 监 xcl 监 b6 28 监 al.

The a-pawn is safely blockaded, so White is hoping to sacrifice it at the appropriate moment, while transferring his rook to the kingside. Before this, some object of attack must be created. Although this plan of mine is fully realized, Black's defensive resources seem sufficient for a draw.

29 ... ★18

<b>30</b>	<b>#</b> 12	<b>⇔</b> e7
31	<b>⇔</b> e3	<b>⇔</b> e6
32	<b>≝ a5</b>	<b>¥</b> d6
<b>33</b>	¥ 1a2	<b>≝</b> c6
34	h4	<b>₩ d6</b>
<b>35</b>	<b>★</b> f4	<b>≝ b6</b>
<b>36</b>	<b>≝ 2a3</b>	<b>≝</b> c6
<b>37</b>	<b>≝</b> e5 +	<b>★</b> f6
38	<b>≝ f5</b> +	<b>⇔</b> e6
<b>39</b>	<b>≝ a5</b>	<b>≝ b6</b>
40	¥ e5 +	<b>★</b> f6

Here the game was adjourned. The position is drawn, and Kasparov avoids all the traps.

41	≝ ea5	<b>क</b> €6
42	<b>≝ a1</b>	<b>≝</b> c6
43	<b>≝ e5</b> +	<b>★</b> f6
44	≝ f5 +	<b>⇔</b> e6
45	<b>≝e5</b> +	<b>★</b> f6
46	¥ ea5	<b>⇔</b> e6
47	¥ 1a2	<b>≝ b6</b>
48	<b>g4</b>	f6

Dangerous for Black is 48 ... 会有6 49 h5 單c6 50 單f5+ 会e6 51 單e5+ 会f6 52 單e8 單c4? (correct is 52 ... g5) 53 g5+! hg 54会g4 g6 55 h6, and White gains the upper hand.

49	h5	<b>≝</b> c6
<b>50</b>	₩ b2	<b>≝</b> схаб
51	<b>₩ b6</b> +	<b>≝</b> xb6
52	<u>≌</u> xa7	<u>₩</u> b1
53	<u>¥</u> xg7	<u>¥</u> f1 +
54	<b>⇔</b> e3	<u>¥</u> e1 +
55	<b>#</b> 13	ጀ <b>ሀ</b> +
<b>56</b>	<b>⇔</b> e2	¥ f4
57	<b>⇔</b> e3	<b>⇔</b> e5!

Black's defence rests on this study-like idea.

<b>58</b>	<b>¥</b> e7 +	<b>⇔</b> d6
<b>59</b>	<b>≝ h7</b>	<b>⇔</b> e5
60	<b>≝</b> e7 +	<b>⇔</b> d6
61	¥ e6 +	<b>★</b> xe6

#### 

**★17**, and on 63 e5–63 . . . ★e6!

Karpov-Kasparov Game 31, World Championship 1 Moscow 1984

Since after the 27th game of the first match the score stood at 5–0 in my favour, each of the following games could, obviously, have concluded the contest. Alas, the sixth victory was not to be, as the president of FIDE, Florencio Campomanes intervened with the match score standing at 5–3. No, these aren't the best memories of my life, but there's nowhere to hide from them!

I came closest of all to the target in two games: the 31st and 41st. In the second of these games (covered in *The Open Game in Action*) I, generally speaking, was practically within a move of winning, when at the last moment, fate deserted me. In the 31st ..., well, let's look at it.

1	<b>න</b> 13	<b>d5</b>
2	d4	∌f6
3	<b>c4</b>	е6
4	නු ය3	<u> </u>
5	<u>⊉</u> g5	h6
6	<u> </u>	

We have already seen quite a few games, including those from my matches with Kasparov, in which the bishop, in this position, immediately takes the knight on f6. But still it more often retreats to h4. In the previous game the state of theory was elucidated in detail in the variation with the 'hanging' Black centre: 6...0-07 e3 b6 8 2e2 2 b79 2 xf6 2 xf6 10 cd ed 11 b4 c5 12 bc bc etc. Now we will see another variation that can occur after the retreat of the bishop to h4.

Kasparov and I played the Queen's Gambit more than thirty times. Almost all of these encounters are thematically assessed in this volume. But, it seems that one of the games from the Seville match has been left hanging in the air. I shall therefore include it here, for completeness' sake.

Kasparov-Karpov, m(20) 1987. Although my opponent was in a peaceful frame of mind, he was always capable of a concerted effort. So, I would have to work to attain the Championship.

the Championship.		
1	c4	е6
2	නුc3	<b>d5</b>
3	d4	<u> </u>
4	<b>213</b>	∌f6
5	<b>⊯c2</b>	0-0
6	<b>≙g5</b>	c5
7	dc	dc
8	e4	<b>₩a5</b>
9	e5	නු <b>d5</b>
10	<u> </u>	න xc3
11	0-0!	<b>₩xc5</b>
12	<b>₩xc3</b>	නු <b>c6</b>
13	<u> </u>	⊯xe7
14	<b>a3</b>	<u>≙</u> d7
15	≝ ac1	≝ fd8
16	<b>b4</b>	<b>a</b> 6
17	₩e3	<u> </u>

	18	<b>≙ d3</b>	<b>∂a7</b>
		b1	
Bei			₫ b5 20 <b>w</b> e4
	≝f		
		නු <b>g</b> 5	h6
		ച്ച <b>െ</b> മe4	නු <b>b</b> 5
		_	_
		≝ c4	<u>೨</u> xe4
22		<u>₫</u> d5? 23	වුf6+ loses.
	23	<u> </u>	<b>≝ ac8</b>
	24	≝ xc8	<b>≝</b> xc8
	25	≝c1	<b>≝</b> xc1 +
	<b>26</b>	<b>≝xc1</b>	<b>₩</b> d7
	27	g3	<b>b6</b>
	28	<b>⊕</b> g2	<b>₩ d8</b>
	29	h4	<b>a</b> 5
	<b>30</b>	ba	ba
	31	<b>≝</b> €5	නු <b>d4</b>
	32	h5	f5!
	<b>33</b>	<u> </u>	
A 4	۲		is sade baseas.

26

A few people suggested that if White had captured the pawn he would have maintained a significant advantage. I cannot agree with this—after 33 ef gf I would have sufficient counter-chances.

33	• • •	<b>+</b> 17
34	<b>★</b> h2	<b>₩</b> b8
35	₩xd4	w xb7
36	g4	<b>₩</b> ß
37	<b>₩d7</b> +	<b>⊕</b> 18
Draw a	greed	

And now from the fourth match we switch again to the very first.

In Karpov-Kasparov m(23) 1984/5. I played 7 ½ c1 straight away and after 7... dc 8 e3 (8 e4  $\ge$ c6! 9 e5  $\ge$ d5 10  $\ge$ xe7  $\ge$ cxe7 11  $\ge$ c4  $\ge$ xc3 12 bc h6, with a fine game for Black; Tukmakov-Belyavsky, Tilburg 1984) 8... c5

the game was equal and concluded in a 'Grandmaster draw': 9 2 xc4 cd 10 2 xd4 2 d7 11 0-0 2 c6 12 2 b3 2 c8 13 2 e2 2 d5! 14 2 xe7 2 cxe7 15 2 xd5 2 xd5 16 2 xc8 2 xc8 17 2 d4 2 b8 18 2 f3 2 f6 19 2 c5 2 b5 20 2 d1 b6 2 1 2 e4 2 xe4 2 2 2 xe4 2 c8 Draw agreed.

7 ... b6
8 \( \text{\mathbb{g}} \) c1

Besides 8 監cl or 8 鱼e2 (these moves can be made in any order), 8 數b3 or 鱼d3 are also often met. Here is a game which illustrates the first of these moves. In it, Black equalizes most efficiently.

Barlov-Yusupov (Dubai 1986): 8 數b3 鱼b7 9 鱼xf6 鱼xf6 10 cd ed 11 量d1 c6 12 鱼e2 鱼e8 13 0-0 全d7 14 鱼d3 (a novelty) 14 ... 全f8 15 數c2 星c8 16 b4 c5 17 bc bc 18 dc 星xc5 19 數b3 數b6 with approximate equality.

The bishop move to d3 is illustrated in one of my own games:

Belvavsky-Karpov (Tilburg 1986): 8 Ad3 Ab7 9 0-0 c5 (not bad either is 9 ... ≥bd7 10 \( c1 \) c5) 10 dc (yet another novelty. Usual is 10 #e2) 10 ... dc (better is 10 ... bc) 11 2xc4 wxd1 12 gains the advantage, but I succeeded in defending. 13 ... \( \mathbb{L} \) c8 (of course not 13... ≥c6 14 2 xf6 gf 15 2d7) 14 2e2 (nothing is gained by 14 2b5 g5 15 2 g3 නුe4) 14 ... එe7 (14 ... නුc6 15 1 xf6 gf 16 2xf7 ★xf7 17 gf 16 ≝d7 fe 17 ≝xb7 ≥b4 18 2 h5 both lose) 15 Ac4 Ac6 16 ①xf6 (I feared 16 ②b5 more) 16... gf 17 ②f3 ②a5! 18 ②xb7 (18 ②xa5 ②xf3 19 gf ba) 18... ②xb7 19 単d7 ②b4! 20 坐xb7 (also leading to a draw must be 20 ②xb6 ab 21 坐xb7 ②xc3 22 bc 坐xc3 23 坐xb6 坐xa2) 20... 坐xc4 21 坐d1 ②xc3 22 bc 坐xc3 23 g3 坐a3 Draw agreed.

8 ... <u>2</u>b7
9 <u>5</u>e2 5)bd7

In the 34th game, in which I played Black, there followed 9... dc 10 2 xc4 2 bd7 11 0-0 a6 12 a4 c5 13 we2 cd. This is more precise, than the 3rd game of the Merano match against Korchnoi in 1981, where I played 13... 2e4, and after 14 2 xe4 2 xe4 15 2g3 White maintained a certain amount of pressure.

The game finished: 14 ed 全h5! 15 全 xe7 尝 xe7 16 d5 全f4 17 尝e3 尝f6 18 全e4 尝f5 19 全g3 尝f6 20 全e4 尝f5 Draw agreed.

In the game Ftacnik-Belyavsky (Wijk aan Zee 1985), the moves 11 ... a6 12 a4 were omitted and after 13 ed hh 5 14 2g3 hdf6 15 fdl d6 16 he 5 kc8 a position arose with approximately equal chances.

An attempt to improve White's game by way of 13 axd4 was undertaken in the game Vaganian—Belyavsky (Montpelier 1985), but a peaceful result quickly ensued: 13...a6 14 \(\frac{14}{2}\) fd1 \(\frac{16}{2}\) axe4 axe4 18 \(\frac{16}{2}\) e5 \(\frac{16}{2}\) f6 19 \(\frac{16}{2}\) c7 \(\frac{16}{2}\) axe4 \(\frac{16}{2}\) axe5 \(\frac{16}{2}\) fb8 24 \(\frac{16}{2}\) axe5 \(\frac{16}{2}\) fb8 24 \(\frac{16}{2}\) axe5 \(\frac{16}{2}\) fb8 25 \(\frac{16}{2}\) fc7 Draw agreed.

This discussion was continued in Kasparov-Karpov, m(36) 1984/5, where I played 11 ... c5 immediately, and Kasparov then exchanged pawns in the centre: 12 dc 2xc5 13 we2 a6 14 wfd1 we8 15 2e5. In the first game of the Baguio match, Korchnoi played 15 a3 and the move 15 ... 2fe4! brought immediate equality.

But this latest move of Kasparov yielded nothing: 15 ... b5! 16 Axb5. A speculative continuation, but after 16 2d3 Axd3 Black has a fine game. 16 ... ab? A serious mistake, since after 17 0xb5 0a6 18 xc5 0xc5 19 a xa6! ₩a4 20 a xf6 gf 21 ab5 White has a big plus: I managed to get a draw after a hard struggle. Meanwhile the intermediate 16 ₩b8! liquidates all of the danger for Black. In the variation 17 **a**g3 ab 18 **a**c6 **a**xc6 19 2 xb8 bc 20 2 d6 2 xd6 21 1 xd6 ∆d5 there is more than enough compensation for the queen, as also in the variation 18 \$\omega\$ (18 ≥xf7 we8!) 18 . . . fg 19 ≥ xb8 bc 20 @g3 異xa2 21 wxc4 異xb2.

#### 10 cd

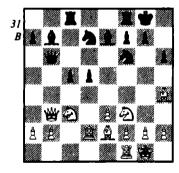
After 10 0-0 we arrive at a position from the game Karpov-Kasparov, m(17) 1984/5. By means of 10 ... c5 Black succeeds here in bringing about many simplifications: 11 2g3 a6 12 cd 2xc5 13 2xd5 2xd5 14 dc 2xc5 15 b4 2e4 16 2c7 #e8 17 a3 a5 18 2d3 ab 19 ab 2xb4 20 2xe4 2xe4 21 #d4 2xf3 22 #xb4 2e2 Draw agreed.

10 ... ed

11 0-0 c5

In the game Karpov-Kasparov, m(25) 1984/5. I played 12 dc bc 13 ¥c2!. which is considerably stronger in comparison with the first game of the Merano match, where Korchnoi, as White, played 13 wc2. and after 13 ... xc8 14 單fdl wb6 15 wbl (better is 15 wb3) 15 . . . ¥ fd8 Black obtained fully equal play. Let's see how the game continued from this critical position: 16 異c2 幽e6 17 鱼g3 2h5! 18 Mcd2 2xg3 19 hg 2f6 20 幽c2 g6 21 幽a4 a6 22 ad3 фg7 23 åbl ₩b6 24 a3? d4!!. and Black launched a decisive counter-attack.

So, returning to game 25 against Kasparov: 13... **基c8** 14 **基d2 對b6** 15 對b3 (31).



White accepts doubled pawns, while creating pressure on his opponent's centre. However, Kasparov succeeds in getting out of this ticklish situation unscathed:

15... 468 16 461 4xb3 17 ab

26 18 26 48 19 h3 a6 20 2 f3
2 a8 21 2g4 2g8! draw agreed.

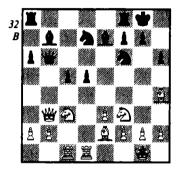
The balance is maintained by

both 22 <u>a</u>xe7+ <u>a</u>xe7, and 22 <u>a</u>g3 c4 23 <u>a</u>xd5 <u>a</u>xd5 24 <u>a</u>xd5 <u>a</u>xd5 25 <u>a</u>xd5 cb.

#### 12 ... a6

After 12... ②e4 13 ②e7 wexe7 14 ③a6 White's superiority is minimal.

13	dc	bc
14	¥ fd1	₩ <b>b</b> 6
15	wh3/321	



After the exchange of queens, 15 ... wxb3 16 ab, a position is reached similar to that in the previous diagram. I think that this endgame is more favourable for White. Here is one example.

Eingorn-Dorfman (Tashkent 1984): 16 ... 單fd8 17 包el 包b6 18 查f3 單d7 (White is also better after 18 ... 單ac8 19 包d3 查a8 20 單al d4 21 查xa8 單xa8 22 ed cd 23 包e2) 19 包d3 g5 20 查g3 單c8 21 包e5 單dd8 22 包c4! White has a strong initiative, and soon prevails.

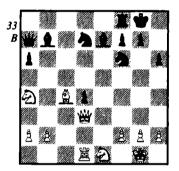
So, from the diagram position Black prefers to retreat his queen.

After 16 ... 월ac8 17 원e5 월fd8 18 <u>a</u>f3 c4 19 쌓c2 원f8, White has a small but definite advantage (Chekhov-Benin, Poznan 1986).

#### 17 Ael! d4

In view of the threat 18 \( \tilde{\Delta} \) f3, Black was compelled to push his d-pawn, which eventually falls.

18	ed	cd
19	නු 24	≝ c8
20	≝ xc8	<u>₩</u> xc8
21	<u> </u>	<b>E</b> 18
22	m431/33)	



Stronger than the suggestion 22 2d3, on which Geller provides the following variation: 22 ... 2e4 23 2e5 2xe5 24 2xe5 2f6 25 2xf6 2xf6 26 2b6 2c6 with unclear play.

#### 22 ... <u>△</u> c6

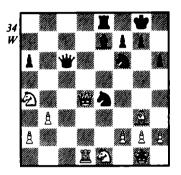
22 ... 全c5 is inappropriate: 23 当xd4 显d8 24 当xd8 + 鱼xd8 25 显xd8 + 由h7 26 鱼b8 当a8 27 全b6.

#### 23 <u>එ</u> b3 වු4

In the event of 23 ... 鱼 xa4 24 鱼 xa4 全c5 25 幽xd4 墨d8 26 幽c4 Black doesn't have much compensation for the pawn.

Not only does White win a pawn, but he also brings about important simplifications.

25	• • •	∌df6
26	<b>⊉</b> xc6	<b>₩</b> xc6
27	<b>b3</b>	<b>≝e8</b> (34)



A critical moment. By continuing now with 28 \( \square\) c4!, White would win the game very quickly, and conclude the match with a score of 6-0. But that is water under the bridge!

It seems as though the loss of tempo is immaterial, but this is not the case. With the appearance of the pawn on h5, Black is able to create an outpost for his knight, and this proves significant.

29	• • •	<b>₩</b> b7
<b>30</b>	නු 13	<u>#</u> c8
31	<b>⊯</b> e2	∂g4!
32	නු <b>e</b> 5	⊕xg3

If it wasn't for the advance of the h-pawn, White would now have a won position by means of 33 幽xg4.

After 34 wxb5 ab 35 ≥xg4 hg 36 ≥b6 ≥c2 Black seizes the initiative.

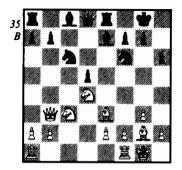
The position was sharp, besides which I was in time-trouble; so I therefore took the draw offered by my adversary.

# Karpov-Kasparov Game 9, World Championship 1 Moscow 1984

Kasparov successfully employed the Tarrasch Defence in his Candidates matches. However, in our first contest I found the key to Black's position. Nevertheless, despite achieving an opening advantage in the current game, I didn't follow it up in the most energetic fashion, and the chances were almost equal. But because of this, I succeeded in realizing a rare conception in the endgame.

B		
1	d4	<b>d5</b>
2	c4	<b>e6</b>
3	<b>න</b> 13	<b>c5</b>
4	cd	ed
5	<b>g</b> 3	Ð f6
6	<u>≙</u> g2	<u> </u>
7	0-0	0-0
8	නුc3	න <b>ර</b> 6
9	<u> </u>	cd
10	∂xd4	<b>h6</b>
11	<u> ≙</u> e3	≝ e8
12	<b>省b3</b> (35)	

Kasparov's opponents in the Candidates matches, Belyavsky, Korchnoi and Smyslov, played various moves here—12 #44, 12 #22 and 12 a3—but didn't achieve any great successes. I decided in favour of a relatively rare continuation, which I had pre-



pared especially for the match. An interesting idea was used by an ex-World Champion following 12 a3: 12 a3 鱼e6 13 由 h!!? 對d7 14 全xe6 fe 15 f4! with a dangerous initiative (Smyslov-Kasparov, m(2) 1984). However, in the 8th game of that same match Kasparov played the more precise 13... 鱼g4! 14 f3 鱼h5 15 鱼g1 and only now 15... 對d7, and after 16 對a4 鱼c5 17 其ad1 鱼b6 18 其fel 鱼g6 Black has solved his opening problems.

In any case, the three given 12th moves for White are almost never seen at the highest level nowadays. However, besides 12 \subseteq b3 the move 12 \subseteq cl is often put to use. The following example is of interest.

Ribli-Barle (Yugoslavia 1985):
12 월c1 월f8 13 ②xc6 bc 14 ②a4 徵a5 15 월xc6! (instead of the former 15 b3—not fearing the complications) 15 ... 월d7 16 ②d2 ②b4 (16 ... 窗b5 17 월xf6! gf 18 ②c3 窗xb2 19 ②xd5 월ac8 20 ②c3 etc.; Strauss—King, Brighton 1984) 17 월c5 窗xa4 18 窗xa4 ②xa4 19 ②xb4 월xe2 20 b3 ②d7 21 월a1 월c8 22 월xc8+ 월xc8 23 ②f1 월b2 24 ②a3 월d2 25 ②c5.

White's advantage is obvious, and he converted it into a win.

Another innovation was used in the game Dorfman-Rantanen (Helsinki 1986): 14 鱼d4 (instead of 14 ②a4) 14 ... 鱼g4 15 營a4 鱼d7 16 鱼xf6 營xf6 17 ②xd5! (17 鱼xd5 was played till now) 17 ... cd 18 營xd7 墨ad8 19 營xb7 墨xe2 20 鱼xd5, and White soon won.

12 ... ≥ a5 13 ⊯c2 ≥ g4

14 Af5

This move was first played by Grandmaster Portisch. The immediate despatch of the knight is better than after the preliminary 14 h3 2 h5 15 2 ad 1 2 c8 16 g4 2 g6 17 5, which was previously recommended by the opening manuals.

#### 14 ... ≝c8

The Tarrasch Defence was played by us twice, in this game and also in the seventh. It was in that game that Kasparov chose # c8 for the first time, which may be described as an innovation. In Portisch-Chandler the game (Amsterdam 1984) after 14 ... ₾ b4 15 ₾ d4! ₾ xc3 (15 ... ②c6 16 axf6 wxf6 17 ae3 with advantage, or 15 ... **a**c8 16 **a**e3 0e6 17 ₩a4 0xc3 18 0xc3 2c6 19 Mfd1! We7 20 Md2 d4 21 2 xd4 ≥ xd4 22 \(\mathbb{\text{x}}\) xd4 with obvious advantage to White; Portisch-Wilder, New York 1984) 16 鱼xc3 異xe2 17 對d3 星e8 18 全e3 2e6 19 wb5 b6 20 Mad1 White obtained compensation for the pawn, but sufficient only for equality.

More accurate, seemingly, was 17 ∰d1, which was seen in the game Lukacs-Barle (Maribor 1985). Instead of the correct 17 ... ≥c6, with a complicated struggle, Black erred with the immediate 17 ... ≥c4? There followed 18 ≥xh6+! gh 19 f3 ≝e6 (19 ... d4 20 ∰xd4 loses immediately) 20 fg with the initiative for White.

Instead of 16 axc3, deserving of attention is 16 bc. In the game Tseitlin-Malevsky (USSR 1984), after 16... axe2 (16... axe2 17 afel ag4 18 axe8 + 2xe8 19 axd5) 17 ad3 2c4 (better is 17... ae8) 18 2e3 ad2 18 ab1 ae2 20 afel 2xe3 21 axe3 ad3 22 axb7, in spite of the exchanges White retains the advantage.

#### 15 <u>\$</u> d4!

A strong move. In the seventh game I exchanged on e7—15 > xe7 + <a href="mailto:xe7.16">xe7 + <a href="mailto:xe7.16">xe7 + <a href="mailto:xe8">xe7.16</a> <a href="mailto:xe8">xe8</a>, and <a href="mailto:Black">Black</a> soon equalized. The reason for Black's defeat was due not to the opening strategy but to the inaccuracies brought about by time trouble. Let's see the rest of the game.

Karpov-Kasparov, m(7) 1984/5): 17 h3 鱼h5 18 鱼xd5 鱼g6 19 營c1 全xd5 20 黛xd5 全c4 21 鱼d4 黛ec7 22 b3 (scarcely better chances are retained by White in the event of 22 營f4) 22 ... 全b6 23 월e5 營d7 24 營e3 f6 (worse is 24 ... 資xh3 25 鱼xb6 ab 26 全d5 with the threat of 全e7 +) 25 월c5 월xc5 经xc5 26 鱼xc5 资xh3 27 월d1 h5 (the simplest way to equalize is 27 ... 鱼f7 28 鱼d6 资e6) 28 월d4

②d7 29 负d6 负f7 30 ②d5 负xd5 31 监xd5 a6 32 负f4 ②f8 33 偿d3 偿g4 34 f3 偿g6 35 会f2 监c2? (the preliminary exchange of queens would lead to a draw) 36 偿e3! 监c8 37 偿e7 b5?? (loses immediately; 37...偿f7 is a possible defence) 38 监d8 监xd8 39 偿xd8 偿f7 40 负d6 g5 41 偿a8 会g7 42 尝xa6 Black resigned.

15 ... <u>a</u>c5 16 <u>a</u>xc5 <u>u</u>xc5 17 ae3!

Compensation for an isolated pawn usually lies in active piece play. But in the current situation the Black pieces are, in the main, functioning passively. As a result, the opening duel ends in White's favour.

17 ... <u>♣</u>e6

The fork 17 ... d4 is not dangerous because of 18 <u>¥</u>ad1.

18 ≝ad1 ∰c8

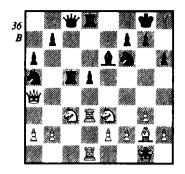
19 Dexd5! Dxd5 20 e4 was threatened here.

19 wa4

19 幽b1 異d8 20 黑d3 deserves attention, though 20...d4 is impossible due to 21 異fd1 全c6 22 全xc6.

On 21 對dl Black would have to play 21 ... 對c6, since 21 ... ②c4 22 ②exd5 ②xd5 23 ②xd5 ②xd5 24 ②xd5 ②xb2 25 ②xf7+ 每xf7 26 墨xd8 ②xdl 27 墨xc8 ②xc8 28 墨xdl leads to a rook ending with an extra pawn for White.

The white rooks and knights



are placed rather unusually—a capital 'T'. These pieces coordinate in targetting the most vulnerable part of Black's defences. Despite this, the d-pawn withstands the onslaught.

Now 22 ②exd5 ②xd5 23 ②xd5 ②xd5 24 ②xd5 is not so dangerous: 24 ... 鲨dxd5 25 鲨xd5 遂xd5 26 鲨xd5 ②b6 27 偿d4 ②xd5 28 偿xd5 偿cl + 29 会g2 偿xb2 with a level queen endgame.

Perhaps the natural move 23 当b3 is stronger. After 23 ... d4 the subtle 24 当b6! (but not 24 当xb7 鱼xb7 25 鱼xb7 量b8 26 鱼xa6 dc 27 鱼xc4 c2 28 量d8 + De8!) wins a pawn: 24 ... Dd7 25 量xd4! Generally, great care is demanded from Black in order not to lose his isolani.

The prophylactic measures 25 h3 or 25 e3 would cause plenty of trouble for Black.

25	•••	<b>≝c7</b>
26	₩xc7	⊈dxc7

The exchange of queens is possible due to the fact that the d5 pawn is invulnerable: 27 ②xd5 ②xd5 28 ②xd5 ②xd5 29 虽xd5 丛xd5 30 虽xd5 虽c2 31 虽d8+中7 32 虽d7 虽xb2 33 虽xf7 虽xe2 with every sign of a draw.

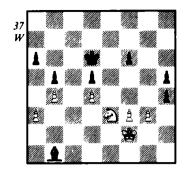
27	h3	h5
28	<b>a3</b>	<b>g6</b>
29	<b>e3</b>	<b>⇔</b> g7
<b>30</b>	<b>★</b> h2	<b>≝</b> c4
31	ฐន	<b>b5</b>
32	<b>⇔</b> g2	≝ 7c5
33	≝ xc4	≝ xc4
34	≝ d4	<b>**</b> 18
35	<u> </u>	≝ xd4
<b>36</b>	ed	<b>æ</b> e7

Insufficiently energetic play by White allows his opponent to stabilize the situation. Now good chances of equality would have been given by 36... 2e4 37 2a2 2d6 38 2b4 a5 39 2c6 2e4.

<b>37</b>	<b>∌a2</b>	<u> </u>
38	<b>⊉b4</b>	<b>⇔</b> d6
<b>39</b>	រ	නු <b>g</b> 8
40	h4	<b>∌h6</b>
41	<b>#</b> 12	<b>∂</b> 15
42	⊕c2	

The game was adjourned here, with Black sealing 42... f6. After 42... 29743 g4 f6 44 203 g5 45 296 hg 46 h5 White has a dangerous passed h-pawn, though maybe safer is 42... 2047.

The presence of Black's bad



bishop (pawns on a6, b5 and d5 being placed on the same coloured squares as the bishop) guarantees White a solid advantage. But is this a decisive factor? After 46 . . . ₱g6 the defence would not be breached so easily. The pawn exchange (if only!) would simplify the task of achieving a draw. If White recaptures, the break g3-g4 becomes impossible, and to penetrate the enemy camp, the critical point is f4, which neither the king nor the knight can get past. However. White finds the correct path by way of a study-like manoeuvre.

#### 47 ≥g2‼

It is psychologically impossible to foresee such a move. In home analysis, for example, after the exchange on h4, generally the White pawn remains on the board, while the g-pawns are removed straight away. This unexpected knight manoeuvre is connected with a pawn sacrifice. But the material balance is soon re-established, after which both White pieces are able to invade behind enemy lines.

48	r xg3	феб
49	∂f4+	<b>⊕</b> f5
<b>50</b>	∂xh5	феб
51	∂f4+	<b>⇔</b> d6
52	<b>⇔</b> g4	<u> </u>
53	a⇔h5	<b>≙</b> d1
54	₩g6	— <b>★</b> e7

After 54 ... axf3 55 sxf6 Black will lose his d5 pawn in the end.

Now, and on the previous move, more stubborn would be ... \$\dots\$ d6. Generally speaking, I think that thorough analysis of the final part of this game has an important place in endgame theory.

<b>57</b>	<b>∂xa6</b>	👲 xf3
<b>58</b>	<b>★</b> xf6	<b>⇔</b> d6
<b>59</b>	<b>★</b> f5	<b>⇔</b> d5
60	<b>★</b> f4	<u> </u>
61	<b>⇔</b> e3	<b>★</b> c4
62	a c5	A 06

On 62 . . . <u>a</u>g2 63 <u>a</u>d3 **a**b3 64 <u>a</u>b7 65 **a**d3 **a**xa3 66 **a**c3 and 67 d5 decides.

There is no salvation either in 66 ... ♦ b3 67 d5 ♦ xa3 68 d6 ♠ h3 69 ♠ d5. The very last possibility of holding out any further lies in 66 ... ♠ h1 67 ♠ c8 ♦ d5.

70 এd6 Black resigned

# Dzhandzhava-Lputyan Lvov 1987

1	d4	d5
2	c4	<b>e6</b>
3	<u> </u>	<b>c5</b>
4	cd	ed
5	g3	206
6	≙g2	<b>∌</b> 16
7	0-0	<u> </u>
8	<u>එ</u> c3	0-0
9	<u> </u>	

Black's next move was ... c4. which was also played by Kasparov against Larsen (Brussels 1987), although after 9 ≜e3. It stands to go into more detail after this move: the fact is, that it was Kasparov's first use of the Tarrasch Defence since its failure in the seventh and ninth games of our first match. Possibly, the Grandmaster from Baku would also have played 9 ... c4 after 9 ≥g5, but Larsen deviated from the more principled bishop manoeuvre. In an international tournament in Niksic (1983) Larsen played 9 b3 against Kasparov, but he didn't achieve any opening advantage. The move 9 ≜e3 isn't dangerous for Black either. Thus: 9 de3 c4. Possible also is 9 ... ≥ g4 10 0 f4 0 e6 11 dc 0 xc5. Here White has a wide choice of replies, for example: 12 2a4, 12 \(\mathbb{E}\)cl, 12 \(\pa\)el, 12 e3, 12 \(\pa\)g5, 12 ₩c2, but, similarly, Black, in each case, finds the means of holding the balance.

10 ≥e5 h6. A comparatively new move. The traditional 10 ...

≙e6 11 ∃xc4 dc 12 d5 ∃xd5 13 ∃xd5 gives White the initiative.

11 wa4. In the game Timoshchenko-Kasparov (USSR Championship 1983) there followed 11 b3 cb 12 シxc6 bc 13 ab a5 14 호 cl 호b4 15 シa4 볼e8 16 호d2 호a6 17 볼el 호f8 18 쌀c2 シe4 19 シc3 シd2, and Black seized the initiative.

11 ... a6. Accentuating the pointlessness of the queen thrust.

12 全xc6 bc 13 b3 (13 營xc6 全d7 14 營b7 量b8 15 營xa6 量a8 leads to a draw by repetition of moves) 13... 量b8 14 bc.

Speculative, though interesting, is 14 世xc6!? 量 b6 15 營a8, and it is not apparent how to get at the queen, while the d5 pawn is in need of defence. The game would quickly conclude by repeating moves.

14 ... 量b4 15 黉d1. Here 15 ★xc6 loses the queen to 15 ... 鱼b7!

15 ... ≝xc4 16 ⊇a4 ≜f5 17 ⊇b2 ≝c3. In view of his opponent's indecisive play, Kasparov has succeeded in taking the initiative, and ultimately prevailed.

#### 9 ... c4

The usual move 9 ... cd was looked at above. If Black decides to push his c-pawn, there is no point in delaying it until the following move, although 9 ... 2 e6 10 2 cl c4 is also played.

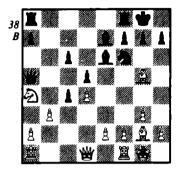
10 2e5 <u>2</u>e6

11 2xc6

Nowadays, the immediate knight exchange is considered to

be the stronger continuation, replacing the moves 11 f4, 11 wd2, 11 e3 and 11 ≈ xc4.

11 ... bc 12 b3 ₩a5 13 ②a4(38)



The move 13 wc2 is given a lot of attention in theoretical monographs, but it is not feared by Black in view of 13 ... 量fd8 14 量fd1 量ac8 15 bc dc 16 全e4 wf5 17 全xf6 (after 17 全xf6+ gf 18 wxf5 全xf5 19 全f4 全b4 the advantage is handed over to Black) 17 ... gf 18 wb2 会g7 19 全c3 with an equal game (but not 19 型ac1 c5, with Black again seizing the initiative; Titov-Ziatdinov, USSR 1985).

In the game Huzman-Legky (Tashkent 1987) White, instead of 14 量fd1, played 14 e3. There subsequently followed 14 ... 量ac8 15 bc dc 16 ②e4 c5 17 dc h6 18 ①xf6 gf 19 量fd1 f5 20 ②d6 ②xd6 21 cd c3 22 量d3 資a3, and Black again succeeded in gaining equality.

Apart from 13 ... \( \mathbb{H} \) fd8 Black has the possibility 13 ... \( \mathbb{D} \) b4 14 \( \mathbb{D} \) d2 c5 (more accurate than 14

... cb 15 ab 對 b6 16 e3 鱼 xc3 17 鱼 xc3 單 fc8 18 單 a4 with better chances for White; Dorfman— Lputyan, CSKA vs. Trud 1986) 15 a3 cb 16 對 b2 鱼 xc3 17 鱼 xc3 對 a4 18 dc 單 fc8 19 鱼 d4 全 d7 with complicated play (Bareev— Lputyan, Karkov, 1985).

13 ... <u>¤</u> fd8

14 幽c2 Mac8 15 鱼xf6 鱼xf6 16 全c5 鱼d4 offers few prospects for White (Portisch-Spassky, Geneva 1977).

14 ... c5

More active than 14 ... 基ac8 15 查xf6 gf 16 bc dc 17 營c2 with the better game for White (Yusupov-Lputyan, USSR Championship 1979).

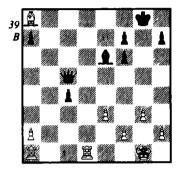
15 2xc5

A different order of moves is also possible: 15 鱼xf6 gf 16 dc 鱼xc5 17 会xc5 (17 当h5 Mac8 18 Mifdl c3 19 Mac1 鱼b4 20 Middl with minimal advantage to White; Bagirov—Lputyan, USSR Championship 1980) 17 ... 当xc5 etc. 15 dc Mac8 16 当c2 鱼xc5 17 会xc5 当xc5 18 鱼xf6 gf 19 Mifdl d4! doesn't succeed for White either, with Black having the better prospects (Stean—Marjanovic, Vzec 1978).

The idea of the following queen sacrifice was first put into practice in the game Yusupov-Marjanovic (Sarajevo 1984): 17 bc dc 18 章 xa8 整 xdl 19 整 fxdl ②d7 20 查 f4 g5 21 查 d6 举f5 22 整 d4 ②e5 23

≜xe5 wes with unclear play. Before putting this tactic into operation, White is better advised to exchange on f6.

17	• • •	gf
18	bc	dc
19	<u> </u>	≝ xd1
20	<b>≝ fxd1</b> (3	19)



In principle, the two rooks are stronger than the queen, but the presence of a bishop on either side assists the defender. The diagram position occurred for the first time a few months earlier in the game Chernin-Marjanovic (Subotica 1987).

Black played the lame 20 ... 幽a3, when 21 Mac!! (a drawn endgame is reached after 21 查d5 查xd5 22 Mxd5 c3 23 Mxd8 + 由g7 24 Mxc8 Wb2 25 Mxf1 c2 26 a4 a5) 21 ... h5 22 h4 Wxa2 (on 22 ... a5 there follows 23 Mxc2 and a subsequent 查f3-e2) 23 查d5 查xd5 24 Mxd5 a5 25 Mxc5 led to a won ending for White.

A novelty (it's not clear exactly where—in the opening or the endgame!?), which allows Black to maintain the equilibrium. Weaker are waiting moves by either the 

#### 21 2 e4

21 量dcl isn't good enough: 21... c2 22 鱼e4 鱼f5 23 鱼xf5 (23 量xc2? 響e5) 23... 響xf5 24 a4 彎d3 and the rook cannot move to a2 because of the check on dl. A drawn position.

White captures the c-pawn, but his pieces are somewhat uncoordinated.

#### 

24 ≝ xc2 loses because of the double attack 24 . . . ₩ b4!

24	• • •	₩сб
25	e4	⊯હ
<b>26</b>	ጀ	<b>⊯b2</b>
27	¥ dd1	⊯xa2
28	8 4 3	A <b>a4</b>

28... 對b3 29 異al a5 leads to unclear play.

29	≝ e1	₩d2
30	👲 a6	≙ រ
31	≌a1	₩d4
32	្ត្	<u> </u>
33	<b>≙</b> g2	≙ f5

Black would have little chance of survival were he to exchange bishops on g2, but 33 ... f5 warrants consideration.

34 ¥ 23 2 c8

<b>35</b>	≝c1	₩d7
<b>36</b>	<b>≝</b> a5	<b>≝e7</b>
<b>37</b>	<b>≝ a4</b>	<b>≝d</b> 7
<b>38</b>	<b>≝ a3</b>	<b>⊯e</b> 7
<b>39</b>	≝ ca1	<b>a</b> 6
<b>40</b>	<u>2</u> f1	<u>≟</u> b7
41	≙g2	<u> 2</u> c8
42	<u> 2</u> f1	<u> </u>
43	<u>⊉</u> xa6	<b>≙</b> c6
44	<b>≝ e3</b>	<b>≝a</b> 7!

White has successfully dealt with his opponent's threats on the h1-a8 diagonal, and now he would like to exchange bishops! But, due to the active black queen, he does not succeed in this.

45	<b>≝ c3</b>	幽d4
46	≝ ac1	<u>⊉</u> d5
47	<u>≨</u> e2	<b>₩d2</b>
48	<b>4</b> f1	f5
49	<u> </u>	<b>⊉</b> b3
<b>50</b>	≝ c5	f4
51	gf	

In the opinions of Dzhandzhava and Georgadze, in their comments on the game, slight chances of success would be retained by 51 ½ f3 fg 52 hg, preventing the splintering of Whites' pawns.

51	•••	<b>₩xf4</b>
52	≝ 1c3	<b>₩d4</b>
53	<b>≝ g3</b> +	<b>49</b> 18
54	<b>≝ c8</b> +	<b>⇔</b> e7
55	<b>≝</b> c7 +	<b>#</b> 18
<b>56</b>	<u>₩</u> c8 +	<b>⇔</b> e7
<b>57</b>	<u> </u>	<u> </u>
<b>58</b>	h3	<b>₩a1</b> +
<b>59</b>	<b>⇔</b> h2	<b>⊯d4</b>
60	<b>⇔</b> g1	<b>₩a1</b> +
61	<b>⇔</b> h2	₩d4
<b>62</b>	<u> 2</u> g2	h5

#### 63 <u>u</u>c7+ Draw agreed

	Y <b>usupov</b> - Iontpellie	
1	d4	∌f6
2	c4	<b>e6</b>
3	Эß	<b>d5</b>
4	නු <b>c</b> 3	<b>c5</b>
5	cd	≥ xd5
6	e4	නxc3
7	bc	dc
8	cd	<i>⊋</i> \c6

This leads to a no less interesting game than after the once popular continuation 8... 2 b4+ 9 2d2 2xd2+ 10 wxd2 0-0 11 2 c4 and only now 11 ... ≥ c6. I will reflect on just one classic example—the 5th game of the World Championship match Spassky-Petrosian (Moscow 1969): 12 0-0 b6 13 \( ad1 \) b7 14 # fe1 # c8 15 d5 ed 16 2 xd5 ≥ a5 17 当f4 当c7 18 当f5 皇 xd5 19 ed, and the d-pawn quickly decides the result of the game: 19 ... \(\mathbb{c}\)2 20 当f4 当xa2 21 d6 量cd8 22 d7 #c4 23 #f5 h6 24 #c1 #a6 25 볼 c7 b5 26 නd4 wb6 27 볼 c8 නb7 28 2c6 2d6 29 2xd8! 2xf5 30 ♠ c6. Black resigned.

#### 9 2c4 b5

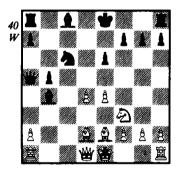
Of late this intermediate pawn advance has been regarded as a stronger continuation than the immediate check —9... 2b4+. I recall a game I played less recently against Grigorian (Moscow 1973), in which, after 10 2d2

₩a5 11 d5 ② xd2 + 12 ② xd2 ② e7 13 0-0 ed 14 ed 0-0 15 №e1 I achieved a small edge. Stronger is 12 ₩xd2 ₩xd2 + 13 ♠xd2 ② a5 14 ② d3 ♠e7 15 ☒ acl ② d7 16 ② e5, and White has an obvious advantage in the endgame (Tal-Tseshkovsky, USSR Championship 1976).

#### 10 **≜**e2

Nothing is gained by the retreat of the bishop to b3 or e2, here is yet one more example taken from a battle for the World Title: 10 ad3 ab4 + 11 ad2 axd2 + 12 xd2 a6 13 a4 0-0 with balanced play (Spassky-Fischer, m(9) 1972).

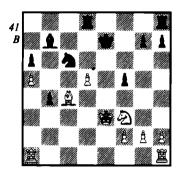
10 ... <u>0</u> b4+ 11 <u>0</u> d2 **w** a5(40)



#### 12 d5

An interesting encounter Portisch-Pinter (Vengria 1984), noted by Chess Informant as the best in the first half of 1984. In it White himself exchanged the bishop on b4, and here is how the game developed: 12 2xb4 wxb4 + 13 wd2 2b7 14 a3 wxd2 + 15 wxd2 a6 16 a4 b4 17 a5. This seems to be

justified strategically, preventing ... ≥a5 and fixing of the queen's flank; however, Black has at his disposal a tactical weapon: 17... ±d8 18 ⇔e3 f5 19 ef ef 20 ≙c4 ⇔e7 21 d5 (41).



Both kings remain in the centre, and they decide the outcome of the struggle. Now after 21 ... ≥b8 22 ★d4! it appears as though White has it won. However: 21 ... . f6!. and the great danger to White's king becomes apparent. 22 dc # he8 + 23 + f4 ≝e4+ 24 deg3 dc8 25 ≝ac1 stead. White should return the piece-27 ≜xa6!, and the matter is concluded by perpetual check— 27 ... \(\mathbb{Z}\)g3+ (28 ... \(\Delta\)f5 28 ≝c5!, 27 ... <u>@</u>e6 28 ≝hel!) 28 **★**h4 **½**g4+ etc.

27... 会g5!! A brilliant thematic invasion of the king, which began on move 21. After 27... 会xe5 28 量hel+ 会f6 29 全e6! the advantage would be with White 28 全行+ 会h5! 29 全e2 量d3+! A problem-like move: almost all of Black's pieces are

hanging, but the white king cannot escape from the mating net.

An interesting novelty (from diagram 40) was used by Geller against Mikhalchishin (USSR Championship 1985): 12 a4! ba. Mikhalchishin decided against 12... 盒 xd2 + 13 尝 xd2 尝 xd2 + 14 尝 xd2 ba 15 兰 xa4 ② d7 16 兰 hal 0-0 17 d5 ed 18 ed 兰 fd8!? 19 dc ② xc6 + 20 会c3 ② xa4 21 兰 xa4 with winning chances for White. After 13 兰 xa4 ② xd2 + 14 ② xd2 尝d8 15 d5 ② e7 16 ② b5 +! ② d7 17 ② xd7 + 尝 xd7 18 ② c4! White had an obvious advantage.

12	• • •	ed
13	ed	- <u>ე</u> e7
14	0-0	<u> </u>
15	වxd2	0-0
16	නු <b>b</b> 3	₩48
17	<b>1</b> 13	

After 17 鱼xb5 the game Georgiev-Ribli (Sarajevo 1985) was quickly concluded: 17 ... 鱼b7 18 ②c5 当b6! 19 ②xb7 当xb5 20 当b1 当xd5 21 当e1 当xd1 22 当bxd1 ②c6 23 当d7 ②b8! 24 当de7 ②c6 Draw agreed.

A new move. A perfectly balanced position is reached after 18 #d3 2d6 19 2d4 (Toth-Pinter, Rim 1984).

18 ... 실d6

19 **₩d4** 

19 Ad4 Ad7 20 Ac6 wf6 is not so effective.

19 ... **₩b**6

20 **₩**f4!

The queen occupies the square from which it can best control the entire centre. If 20 星c6 尝xd4 21 ②xd4 星d8.

Now White's evident superiority crystallizes, and it is quickly put to good effect.

23 ... 2b2
24 2e4 2c4
25 h3 h6
26 2d3 2b2

Winning the pawn doesn't work: 26... axc6 27 dc 基xel + 28 基xel 当xc6 29 ae4 当e8 30 ah7+.

27 <u>2</u> b1 <u>2</u> xc6

Although it's impossible to endure the knight, the exchange of it does not ease the situation.

In the event of 30 ... wc4, 31 wd2 decides.

31 ≝c1 - 2d3

Hoping for 32 異xc3 会xf4 33 異f3 色e2+ 34 會f1 異e8 35 星e3 色d4 36 鱼h7+ 會f8, and Black is left with a healthy extra pawn. However, White's effective riposte decides the issue.

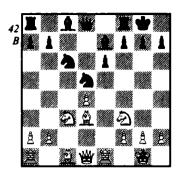
32 wxf7+!
Black resigned.

He is left not only without pawns, but without pieces either.

Be	Belyavsky-Karpov		
Moscow 1986			
1	e4	c6	
2	c4	d5	
3	ed	cd	
4	cd	නු <b>f</b> 6	
5	නුc3	ව xd5	
6	ନ୍ଧ୍ରମ୍ଭ	<u>එ</u> c6	
7	d4	<b>e</b> 6	
8	<b>≙ d3</b>		

Commenting on the first game of the Candidates Super Final with Sokolov in the preceding volume of this series, I pointed out that such a move order in the Caro-Kann Defence transposes to a Queen's Gambit. The game with Sokolov was included in The Semi-Open Game in Action as I did not wish to diverge from the other odd-numbered games of the final. in which the Caro-Kann encountered. Sokolov exchanged his light-squared bishop on c4, but in practice it more often occupies the square d3. The move 2 c4 was discussed in the notes to my game with Sokolov, where I also promised to dwell on the variation with 2 d3 at greater length in this volume. although, as I made clear while examining my opponents' recent games, this variation is rarely encountered nowadays, the promise must be kept.

8		<u> </u>
9	0-0	0-0
10	₩ e1(42)	



#### 10 ... af6

At least 6 (!) continuations are encountered from this classic isolated d-pawn position: 10 ... 2cb4, 10 ... 2 f6, 10 ... 2xc3, 10 . . . \d6, 10 . . . \d7 and 10 . . . ¥e8. The most usual continuations of recent years are ... 2 f6 and ... 2f6. Here is one of the latest examples, illustrating the first of these two moves. Belyavsky-Portisch (Reggio Emilia 1986/7): 10 ... **2** f6 11 **2** e4 **₩d6** (the move 11 ... Ace7 was tested in the World Championship match Spassky-Petrosian, Moscow 1966; that also applies to the continuations 11 ... ade7, 11 ... 2xc3 and 11 ... h6, though

practice shows them to be clearly in White's favour) 12 ②b5 (seemingly, a new move—played previously were 12 \(\times d3\), 12 \(\times g5\) or 12 \(\times c2\)) 12 \(\times d5\) \(\times ad5\) \(\time

#### 11 a3 b6

11 ... a6 is interesting here. White failed to gain the advantage in the following two games.

Cramling-Hort (London 1982):
12 章c2 b5 13 樂d3 g6 14 b4 異a7
15 章h6 星e8 16 星ad1 墨d7 17 h3 章b7 18 樂e3 樂a8 19 章b3 云d8
20 云e5 星d6 21 f3 章d5 22 章c2 樂a7 23 云e4 章xe4 24 fe 云c6 with equal play.

One can't ignore the fact that White could have played more accurately at some point in these games, but in any case, the move 11 ... a6 merits consideration.

#### 12 âg5

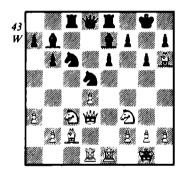
The most thematic and popular continuation, which is held to be strongest at the present time. The immediate 12 2 c2 was previously played, but Black succeeded in

finding serious counterplay: 12... 2a6! 13 b4 2c8 14 b5 2a5 15 ad3 2b7 16 2g5. Chances are roughly equal in this complicated position.

12 ... <u>0</u>b7
13 2c2 ¥c8

Another alternative is 13 ... <u>Me8 14 Med3 g6 15 Medl with a further 15 ... Ad5 or 15 ... Med8, though Black has the worse chances.</u>

> 14 樂d3 g6 15 異ad1 ②d5 16 **2**h6 異e8*(43)*



#### 17 2 24

Also possible is 17 h4, on which 17 ... 2 xh4 loses because of 18 2xd5. After 17 ... 2xc3 (17 ... a6 18 h5 2xc3 19 hg hg 20 bc 2xa3 21 2g5!) 18 bc 2f6 White has slightly the better chances, although Black can grab a risky pawn by 18 ... 2xa3.

After 18...ed White's position is preferable.

19 ⊯e3 2 f6 20 2 b3 ⊯d7

Only now does Black finally

play his new move. Up until now, the game is a repetition of the one played in Leningrad, as far back as 1971, between Smyslov and me, where after 20 ... 對h5 21 d5! 赵d8 22 d6 異c5 23 d7 星e7 24 對f4 查g7 25 對b8 White had achieved a winning position.

#### 21 d5

Nothing is gained by White after 21 全5 全xe5 22 de 安c6 23 f3 全e7 24 会 h l 星ed8.

21	• • •	ed
22	<b>₩xb6</b>	<b>≝</b> xe1 +
23	¥ xe1	<u> </u>
24	<u> </u>	<u>≙</u> g7
25	<u> </u>	⇔xg7

Many exchanges clear the board, but Belyavsky retains his initiative. Some precision is still demanded of Black.

#### 26 h4

White should keep the bishop: 26 鱼a2 包d8 27 当b2+ f6 28 当b3 鱼xf3 29 当xf3—the bishop is stronger than the knight.

#### 26 ... **₩** xd5!

Black returns the pawn, but his pieces are no longer tied down. After 26... ②d8 27 鱼xb7 豐xb7 28 豐d4+ the black king would be in some danger.

Threatening 29 ... **w**c5 with the attack on the a3 pawn while taking the seventh rank.

White's chances would increase in a knight ending.

31 wb3 2d4! The rook ending after 32 2xd4

#### 32 ₩b2 ★b6!

In the event of 32 ... 會g8 33 單e8+ 會g7 34 全e5 單c2 35 對b4 Black is at risk of losing.

<b>33</b>	නුe5	≝ c2
34	<b>₩ b8</b>	<b>⇔</b> g7
<b>35</b>	h5	<b>∌</b> f5
26	** -1	ah

Simplest, although 36 ... wd4 37 wfl gh is also safe for Black.

37	<b>න</b> 13	<b>₩</b> ძ
38	<b>₩e5</b> +	⊯xe5
<b>39</b>	¥ xe5	<b>≝c1</b> +
40	<b>⇔</b> h2	<b>★</b> f6
41	¥ b5	≝ a1
42	<b>≝ b6</b> +	<b>⇔</b> 27

#### Draw agreed

Karpov-Kasparov Game 22, World Championship 2 Moscow 1985

The majority of Queen's Gambits in my matches with Kasparov ran along classical lines, with the bishop occupying its rightful place on g5. But in other games, it was possible to diversify, the bishop appearing also on f4. As usual, we alternated colours, and each won one game with White—these are also included in the main text. In all there were seven games with the move £ f4: we discuss the three games of the second match in these notes, and subsequently

we reflect on two games from the return match and two from the Seville contest. The division, of course, is somewhat arbitrary, in as far as the ideas and variations are closely associated. In order to understand facts the in Exchange Variation of the Queen's Gambit, it seems that both games on this theme should be subjected to close scrutiny.

Let's go, at last, to the action, where we employed the exchange variation for the third time in succession. White's initiative flowed in the preceding two games, but both ended in draws. Now I succeeded in gaining the victory that narrowed the gap in the score to the minimum. In conclusion, in the 24th game (included in the second volume). I had chances to prevail and retain the Crown, as you will remember, but fortune shone more brightly on my opponent.

1	d4	d5
2	c4	<b>e6</b>
3	නු <b>c</b> 3	<u>≙</u> e7
4	cd	ed
5	<b>≙</b> f4	<b>∌</b> f6

In the preceding game, in which Kasparov played White, after 5 ... c6 6 e3 265 7 g4 2e6 8 h4 2d7 9 h5 I employed a novelty—9 ... 2h6!? The point is that in the event of the standard 9 ... 2b6 10 2b1 2g6 11 f3 0-0 12 2d3 c5 13 2ge2 Black's prospects are modest. This is shown, particularly, in two Geller games, where he unsuccessfully attempted to defend Black's posi-

tion against Knaak (Moscow 1982) and Belyavsky (Moscow 1983).

Thus, in game 21 of the second match there followed 9 ... \$\infty\$h6 with a subsequent 10 2e2 ≥ b6 11 #acl 2d6. More consistent is 11 ... 2c4, since now after 12 2h3 axf4 13 ≥xf4 ad7 14 mgl g5 15 hg hg 16 ★d2 \mode e7 17 b3! the knight on b6 was out of the game. With a certain amount of difficulty I succeeded in holding the draw. Evidently, a novelty was successfully employed by Belyavsky in a game against Flear (Szirak 1987). He departed from the move 8 ... \(\sigma\)d7, and played, according to the well-known principle, to exert an influence on the centre: 8 ... c5! 9 dc ♠ xc5 10 2 ge2 2e7 11 2d4 2bc6 12 2xe6 fe 13 2g2 0-0 14 0-0 2g6. A double-edged position resulted, from which Belyavsky was able to outplay his opponent.

#### 6 e3

In the game 20 I prevented the bishop from moving to f5 by 6 wc2, but the loss of time allowed Black to solve his opening problems: 6 . . . 0-0 7 e3 c5! 8 dc 2 xc5 9 Af3 Ac6 10 Ae2 d4! 11 ed ⊇xd4 12 ⊇xd4 wxd4 13 2g3 0e6 14 0-0 ≌ac8 15 0f3 b6 16 以 fel w b4 17 2 e5 2 d4 18 a3 wc5 19 axd4 wxd4 20 Madl 幽c5 21 幽a4 a5 22 幽d4 幽xd4 23 vantage for White, on account of his better pawn structure in relation to the presence of lightsquared bishops. For fully 60

moves I endeavoured to convert this into something tangible, but Kasparov in the end found an answer to all the threats. Of course, this had little relevance to the opening stages.

6 ... 0-0

In the game 12 from Seville—given later—I played the immediate 6... 2 f5.

7 213 <u>2</u>15 8 h3

Preparing g4, the standard manoeuvre in this system. The unpretentious move of the flank pawn has not been adopted, until now, with this move order. The thrust 8 \(\mathbf{w}\)b3 is harmless because of 8...\(\text{2}\)c6 and the speculative 9 \(\mathbf{w}\)xb7—is met by 9...\(\text{2}\)b4. Not dangerous either for Black are the continuations 8 \(\text{2}\)d3 and 8 \(\text{2}\)e2.

8 ... c6

8... c5 doesn't succeed here: 9 dc 2xc5 10 2d3 and Black has an isolated d-pawn, without sufficient counterplay in return.

9 g4 <u>≙</u>g6

A different path is 9 ... 2e6, with the continuation 10 2d3 c5 11 ★f1 2c6 12 ★g2 2c8 with a transposition of moves leading to the sharp position from the 13th game of my Merano match with Korchnoi. 9 ... 2e4 is weak, in view of 10 g5 2h5 11 2xb8 2xb8 12 2xe4 de 13 2d2.

10 ଥି5େ ଥିଲେ?

After 10 ... \( \tilde{\Delta}\) bd7 11 h4 Black would be rather constrained.

11 ≥xg6 fg On the stereotyped 11 ... hg Black would be deprived of obvious counterplay.

#### 12 2 g2

By such means I prevented the annoying ... c5. Many commentators recommended 12 鱼d3 here. After 12 ... 鱼g5 (12 ... 鱼h4? 13 罩fl g5 14 鱼h2 凿e7 15 凿e2 there is a clear advantage to White, though possible is 12 ... 赵b6 13 凿e2 c5) 13 鱼xg5 (unclear also is 13 鱼g3 鱼h4 14 鱼xh4 凿xh4) 13 ... 凿xg5 14 h4 端f6 15 凿e2 with only a slight plus for White.

12 ... **≥** b6 13 0-0 **★** b8

Insufficient for equality are 13 ... a6 14 a6 14 a7 and 13 ... g5 14 a2 a6 15 axd6 axd6 14 a4!

#### 14 De2

I can agree with Kasparov, who pointed out that 14 幽d3 or 14 幽g3 with a subsequent e4 would hold more prospects for White.

14 ... g5

15 <u>Ag3</u> <u>Ad6</u>

16 **₩d3** 

Another plan would involve the transfer of the knight to d3.

16 ... 2a6

17 b3 幽e7

18 **≙** xd6

18 ... **₩xd**6

19 f4

The advance of this kingside pawn provides White with some initiative.

19 ... gf

20 ef <u><u>u</u> ae8 21 f5</u>

Maybe, 21 ≝f3 ⊙d7 22 g5 would be more accurate, with a further h4 and ⊙g3.

21 ... 名c7 22 星f2 名d7 23 g5

It does without saying that the black knight cannot be allowed on f6.

23 ... ₩e7
24 h4 ₩e3

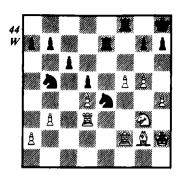
Kasparov's counter-measures in the centre give him a comfortable game, thought the tension is not eased.

More solid would be 29 ... **Ec3**, leaving the rook in an active position.

I intended here to transfer my king to g4 and to kick the knight away with a4, maintaining a certain pressure. Evidently, it would also follow for Black to move his king closer to the centre—31 ... \$\dispsis 8\$ or again to activate his rook—31 ... \$\dispsis 12\$ e1. Instead of this, Kasparov, in severe time trouble, made a serious mistake.

31 ... 으e4?(44) 32 으 xe4!

A stronger threat than 32 ② xe4 de 33 월e3 ②d6 (worse is 33 ... ③xd4 34 월 xe4 월 xe4 35 ② xe4) 34 ③h3 월ef7.



32 ... de 33 ≝e3 ⊘xd4

Now 33 ... 2d6 is too passive. White has the simple plan ★h3-g4, h4-h5 and 4f4.

#### 34 **\$**h3!

In Kasparov's opinion, White has good winning chances after 34 f6! gf 35 gf, with the f-pawn providing the pre-requisite for a mating attack: 36... <u>Me6 36 Maxe4 c5</u> 37 Mef4! But before going ahead with a definite operation, I decided to activate my king.

34 ... <u>H</u> e5

On 34 ... h5 I intended 35 f6 gf 36 gf <u>we6</u> 37 <u>wxe4</u> wxe4 38 2xe4 with the threat 2g5.

35 **\$g4** h5+?

Kasparov gives an impetuous check in time-trouble, which turns out to be a decisive mistake. Necessary was 35 ... # g8 or 35 ... # fe8 with a stubborn defence.

#### 36 **\*** xh5

Black is possibly counting on 36 \$\psi f4 \cong \text{exf5} +! 37 \text{2xf5} \text{2xf5} \text{2xf5} with a probable draw (38 \psi xe4 is impossible—38 \ldots \text{2d6} + 39 \psi e5 \cong xf2).

36 ... ⊘xf5 37 ≝xf5 ≝fxf5

#### 

There is no salvation in 39 ... 單行 40 会 g6 会 g8 41 里e8 + 異f8 42 里e7.

#### 40 里e7 b5

In the event of 40 ... <u>u</u> b5, the goal is achieved after 41 a4 <u>u</u> xb3 42 g6+.

The last move was sealed. Elementary analysis showed that the rook ending was easily won for White: the advance of the h-pawn decides. Therefore **Black resigned** without further play.

### Kasparov-Karpov

Game 8, World Championship 3 London 1986

> 1 d4 d5 2 c4 e6 3 2c3 <u>a</u>e7 4 cd ed 5 a f4

In the London half of the return match the seventh and eighth games were highly significant. I gained a big advantage in the first of these, which literally grew before my eyes. Here is how it developed (we examine the text game further below).

# Karpov-Kasparov, m(7) 1986

As usual, our games have metamorphosed. In the preceding match I played as Black 5 ... c6, and Kasparov 5 ...  $\triangle$  f6. Now an

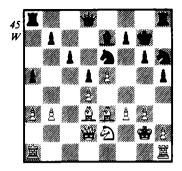
exchange of moves takes place: Kasparov adopting 5... c6, and I (in the eighth game) 5... ≥ f6. I returned to this move once more in the Seville match.

Due to ... g6 the black bishop can go to f5, though the g6 pawn does nothing to improve the position.

Kasparov proposed that 11 ... f5 12 ⇒h3 h6 might be better, but all the same, after 12 ef the position is evaluated as won for White.

12	<b>≙d3</b>	₩d7
13	<b>b3</b>	<u> </u>
14	g3	<u> </u>
15	<b>#</b> 12	<u>a</u> f5
16	<u> </u>	<b>₩</b> 18
17	⇔g2	<b>a</b> 5
18	<b>a3</b>	<b>₩d8</b>
19	නh3	<u> </u>
20	⇔xh3	<b>⇔</b> g7
21	<b>⇔</b> g2	නු <b>d7</b>
22	<u> </u>	≥18
23	<u> </u>	<b>⊉e6</b>
24	නුe2	න <b>h6</b> (45)

The manoeuvring battle has produced practically a won position for White. After 25 ½ hfl the advance of the f-pawn completely wrecks Black's defences. Alas! I somewhat impulsively moved the pawn on the opposite flank—25 b4? Possibly White didn't lose his advantage with this move, though



the situation on the board intensified, and after some bloodshed the players parted peaceably. In such a way, you could almost say, that victory slipped through fingers. Such a result evidently unsettled me, and in the eighth game I could in no way concentrate. After Kasparov's original 22nd move the game assumed an unusual character. I saw that I could achieve equality, but, by trying to sieze the initiative, I fell into severe time-trouble. As a result. I made one mistake after another, and into the bargain, already in a hopeless position, I exceeded the time limit. The opening, from my opponent's viewpoint, possibly wasn't the most interesting, but it contains a few problematic situations, and therefore despite the sad result I decided to include it in the text.

Up until now, as you will have noticed, the 22nd game of the previous match is being repeated. I then played as White and although I scored a victory in the opening, I didn't achieve the actual win. This time I decided

again to adopt the variation with Black, the point being that in Seville, instead of castling kingside, I here played the bishop to f5. After 6... 2f5 7 2ge2 0-0 White made the new, but not dangerous, move 8 ½ c1 (an equal game also results from 8 2g3 2e6 9 2d3 c5!). Here is the rest of that game, which almost concurs with the end of the opening.

Kasparov-Karpov, m(12) 1987:

P ·	p.	,(, -
8	• • •	c6
9	<b>⊉g3</b>	<b>≙</b> e6
10	<u> </u>	<b>≝ e8</b>
11	<b>₩</b> b3	<b>₩ b6</b>
12	<b>≝c2</b>	∌ <b>bd7</b>
13	0-0	<b>g6</b>
14	h3	<u> 2</u> 18
15	<u>ڪge2</u>	≝ ac8
16	₩d2	∌h5
17	<u>≙</u> h2	∌g7
18	g4	<b>₩</b> d8
19	ß	∌ <b>b6</b>
20	<b>b3</b>	<u> </u>
21	<b>≝</b> c2	

#### Draw agreed

I think that Black's chances were preferable in the final position, but in view of a shortage of time I accepted the proposal of a draw.

The move 2 f4 was encountered once more in Seville (true, without the exchange in the centre) but again there was no tense struggle. After some accurate play I soon achieved equality.

Kasparov-Karpov, m(22) 1987:

-	_	
1	c4	e6
2	<u> എ</u> c3	d5
3	d4	<u> </u>
4	ЭB	⊋∖f€

5	<u> </u>	0-0
6	<b>e</b> 3	c5
7	dc	<u> </u>
8	≝ c1	<b>⊉c6</b>
9	cd	ed
10	<u> </u>	<b>d4</b> !
11	ed	⊘xd4
12	ව xd4	₩xd4
13	<b>₩xd4</b>	<u></u> 2 xd4
14	නු <b>b</b> 5	<u> </u>
15	0-0	<u> </u>
16	<b>a3</b>	≝ fd8
17	නු <b>d</b> 6	<u>≝</u> d7
18	<u> </u>	<b>≝ e7</b>
19	≝ fe1	

#### Draw agreed

Who would have thought that, ahead of us, in the 23rd and 24th games, the rarity of a stormy finale awaited?

#### **∆** d3

In the game 22 of the second match I continued 7 23, and the bishop went to f5. Now Kasparov prefers this manoeuvre, but here Black finds the means to pressurize the centre.

7		<b>c5</b>
8	୬ଓ	<b>එ</b> ൾ
9	0-0	<b>∂ ø</b> 4!

A new move, which allows equality to be achieved without any special problems.

10	dc	<u> </u>
11	h3	<u> </u>
12	wxß	d4
12	5.04	

Taking the pawn is dangerous: after 13 ed 2xd4 14 \psixb7 2e6! White loses one of his bishops.

13	• • •	<u> </u>
14	🛚 ad 1	<b>₩a5!</b>
15	A23!	

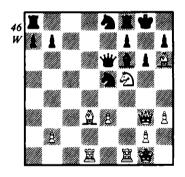
**∌**23!

Kasparov finds an interesting method of developing an initiative. After 15 ag5 axe4, as he himself noted, Black is in no danger: 16 wxe4 g6 17 2xe7 월 fe8 18 b4 (18 幽h4 월 xe7 19 ed wb420 ae4 \ae8) 18... wc719 b5 里xe7 20 幽h4 de 21 bc e2 etc.

15 . . . 16 fe

Maybe more solid now is 16 . . . ■ ad8. but I decided that if I had to suffer, it would be for a pawn.

16	• • •	<b>≝xa2</b>
17	නු <b>f</b> 5	<b>₩e</b> 6
18	<b>≙</b> h6	නු <b>e8</b>
19	₩h5	<b>g</b> 6
20	<b>≝g4</b>	නු <b>e</b> 5
21	w a 2	5 f6(46)



So, as a result of the sharp opening skirmish a position has arisen in which White can gain material. However, after 22 a xf8 ★xf8 23 Ad4 wb6 Black has in return for his pawn a fine central outpost for his knight. Therefore Kasparov chose a different and, it must be said, quite unexpected route.

#### 22 ₫ b5!?

This bishop manoeuvre created

a strong impression among the commentators, and many associated it with the outcome of the game. Actually, White's move is quite bold and original, but, objectively speaking, it is weaker than 22 2 xf8 and it would sooner deserve a "?", than a "!".

22 ... ≥g7 23 ♀ xg7

After 23 Ad4 Wb6 24 Mxf6 Wxf6 25 Mfl Ah5 26 Mxf6 Axg3 27 Af4 Ah5 28 Axe5 Axf6 29 Axf6 Mac8 Black has everything under control.

23 ... 全xg7 24 量d6 尝b3 25 全xg7 尝xb5 26 会f5 黑ad8

Here I mused for a long time, feeling that I could seize the initiative. However, due to this highly uneconomical use of my time, I fell into deep time trouble, which turned the current in favour of my opponent. Meanwhile, Black now has at his disposal two fully viable continuations:

- (a) 26 ... 墨ae8 27 微g5 (after 27 墨f6 微d7 threatening 28 ... 墨e6 with exchanges, and White cannot strengthen his attack) 27 ... f6! 28 墨xf6 墨xf6 29 合h6+(29 微xf6 gf 30 墨xf5 微b6 31 墨g5+ 白g6) 29 ... 由g7 30 微xf6+(30 墨xf6 合f3+!) 30 ... 由xh6 31 墨f4 合f3+! with a drawn endgame—32 gf 微g5+ or 32 墨xf3 微e5;
- (b) 26 ... f6! Perhaps even stronger than the rook move. Black is completely safe, for example: 27 ≥e7 + ⇔g7 28 ≥d5

The second successive inaccuracy. By continuing 27 ... 資xb2 with a further 28 ... 量d7 or 28 ... 量de8, Black defends the important points f7 and e5. Also solid would be 27 ... 會h8 28 ②d4 營c5 29 ②e6 fe 30 暨xf8 + 暨xf8 31 暨xf8 + 營xf8 32 營xe5 + with a level queen ending.

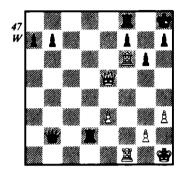
#### 28 当g5 当xb2

#### 29 40h1 40h8

An opinion has been expressed that here, by continuing 29 ... 监d7, Black would still maintain the equilibrium. But White's attack is now irresistible: 30 ②h6+ 会g7 31 监6f4! f6 32 监xf6 监xf6 (32 ... ②f7 33 账f4! 账b3 34 会h2 a5 35 e4 账c4 36 ②g4) 33 账xf6+ 会xh6 34 账f4+! g5 (34 ... 会g7 35 账f8 mate, 34 ... 会h5 35 g4+ 会h4 36 监g1!) 35 账f6+ 会h5 36 g4+ 会h4 37 监g1! h5 38 gh 监g7 39 h6! (39 账xg7? 会xh3, and Black is winning) 39 ... 监g6 40

h7 虽xf6 41 h8(且)+ 虽h6 42 虽xh6 mate. As you see, the variations are quite problem-like.

> 30 夕d4! 墨 xd4 31 坐 xe5 墨 d2(47)



Here my flag fell, and the game was over. But disregarding this, the final position represents a study with the task: White to play and win. Let's look at the solution.

32 黃e7 單dd8 33 單xf7 單xf7 34 單xf7 (34 黃xf8 + ★g7) 34 ... ★g8. Now nothing is given by 35 里xh7 because of 35 ... 星f8! 36 星h6 黃g7 37 黃e6+ 黃f7 38 里xg6+ ★h7 39 星h6+ ★g7 40 黃d6 星d8! with a drawn endgame. White's problem is how to push the pawn to e5, while covering the diagonal al-h8.

35 e4 (another problem-like variation also works: 35 会 h2! g5 36 e4 g4 37 e5 g3 + 38 会 xg3 会 b3 + 39 显 f3 会 b40 会 h2! etc.) 35 ... 会 cl + 36 会 h2 会 h6 37 e5 显 f8 38 e6 g5 (otherwise 39 会 f6 and 40 e7) 39 显 xf8 + (after 39 会 f6 g4! 40 e7 g3 + 41 会 xg3 会 f6 White would have to try for peaceful negotiations) 39 ...

#### Karpov-Miles Bugojno 1986

1	<b>එ</b> 13	d5
2	d4	2c6
3	c4	ð g4

The old-fashioned Chigorin Defence, rarely met in practice. Black plays energetically in the centre, but at the cost of serious concessions: White gets the classical advantage of the two bishops, and also, as a rule, dominates the centre.

One may avoid doubled pawns with 5 dc, but after 5 ... ≜xc6 6 ≥c3 e6 7 e4 ≜b4 the chances are roughly equal.

Another principled alternative is 6 ... e5. In this event Black parts also with his second bishop: 7 2c3 2b4 8 2d2 2xc3 (8 ... 2d7 9 d5 2ce7 10 e4 with the further 2b3 giving a clear advantage) 9 bc 2d6 (the old-fashioned continuation 9 ... ed 10 cd 2ge7 promises no special counterplay either) 10 2b1 (10 2b3 is also satisfactory for White) 10 ... b6 (10 ... 0-0-0 is dangerous, though it would be possible to 'crudely' defend the pawn with his rook) 11

f4 ef 12 e4 ②ge7 13 ¥f3. All of this was seen in the 11th game of the Candidates Final between Kasparov and Smyslov, (Vilnius 1984). After 13 ... 0-0 14 ② xf4 ¥a3 15 ②ge2 f5 16 0-0 Black, instead of the correct 16 ... ②g6, with complicated play, made a gross error—16 ... fe? Three moves later 17 ¥xe4 ¥xc3 18 ②ge3 ¥a3 19 ②d3 White had a decisive attack (although he wasn't able to convert it to a win).

#### 7 夕c3 **₩h**5

Equality is not achieved by either 7 ... \(\psi\)d7, or 7 ... \(\delta\) b4 which is met more often in practice.

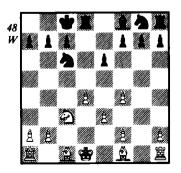
#### 8 f4

White has a wide choice—8 ≜g2, 8 ≜e2 or 8 ≜b5. However, I decided that White has sufficiently unpleasant pressure without queens.

#### 8 ... **₩xd1**+

It would be dangerous to retreat the queen: 8... 当h4 9 查g2 ②ge7 10 ②e4.

9 **4** xd1 0-0-0(48)



During the game I thought that the exchange of queens hadn't previously been offered White. However, it turns out that this position had been encountered in the game Gligoric-Shamkovich (Yugoslavia 1979), in which 10 to 2 fo 11 2 g2 2e7 12 d2 fo 15 led to equality.

10	<u> </u>	∌f6
11	<b>≙</b> b5	-ളe7
12	<b>⇔</b> e2	නු <b>1</b> 5
13	≝ ac1	<u> </u>
14	<b>≙ d3</b>	<b>⇔</b> b8
15	¥ hø1	96

15 ... <u>ug8</u> deserves attention, in order to prepare immediately for ... h6 and ... g5.

16	වු 84!	h6
17	<b>නු</b> ජ	<b>≝</b> hg8
18	⊴ b3!	g5
19	fg	hg
20	h3	<b>∌e8</b>

Leading to a difficult position for Black. It would follow to send the f5 knight to d6. Another path would be to redeploy the rooks: one on g7 and the other on h8.

#### 21 0 e4!

The position is fully clarified: the two White bishops have acquired dangerous activity.

21	• • •	එed6
22	<u> </u>	<u> </u>
23	S 05	ato c Q

Insufficient would be 23...c6 24 \( \triangle c3, \) with the subsequent advance of the a- and b-pawns.

25 원a6! 보d7 26 원b4

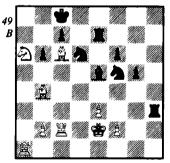
Seemingly stronger would be 26 ac6 ba 27 axd7 + axd7 28 量xc7+ ★e8 29 量xa7 ★f8 30 量a8+ ★eg7 31 量xg8+.

#### 28 de

28 ... <u>4</u> xe5 29 <u>M</u> c2 f6 30 a4 <u>M</u> h8 31 a5

It would be better to operate with all of White's resources: 31 2h1 2

31 ... ½ xh3 32 ab ab 33 ½ a1(49)



I sacrificed a pawn with the intention of declaring mate on the enemy king: the threat is 34 ♠c5! and 35 ¥a8 mate. However, Black finds a saving tactical resource.

33 ... <u>@</u> xb2! 34 <u>M</u> d1 The rook must leave the a-file. Both 34 \( \) xb2 \( \) d4+ 35 \( \) d3 \( \) xc6 36 \( \) xd6 \( \) d4+! 35 \( \) d3 \( \) xc2 are bad.

#### 34 ... <u>≅</u> exe3+!

Although Black has won a pawn, his position is still fraught with danger. Now he has the chance to carry out a series of simplifying exchanges.

35	fe	볼 h2 +
<b>36</b>	<b>₩</b> d3	翼 xc2
<b>37</b>	<b>⇔</b> xc2	②xe3+
38	<b>★</b> xb2	Ðxd1 +
39	dec1	

Inaccurate. The simple 39 ★c2 2e3+40 ★d3 leads to a draw.

Now Black lets slip the chance to fight for the initiative in this unusual ending—40 . . . . . 2c4+.

41	<u>⊉</u> xd6!	cd
42	<b>∌b4</b>	f5
43	ව <b>d</b> 5	<b>⇔</b> d8
44	<u> </u>	නු <b>e</b> 5
45	<b>⇔</b> e3	නු <b>g</b> 6
46	de d4	_

Black has four pawns for the piece, but this small material advantage is not realized due to his king being out of play.

46	• • •	<b>∂f4</b>
47	වxf4	gf
48	<b>≙d</b> 3	<b>⇔</b> e7
49	<u> </u>	<b>★</b> f6
<b>50</b>	<b>★</b> e4	⇔g5
51	<u>₽</u> d7!	d5 +

#### Draw agreed

After 52 **\$** f3 all of Black's pawns will perish.

#### Karpov-Speelman Brussels 1988

d41 45 2 c4 dc 64

The classical continuation is 3 ⊅13, 4 e3 and 5 axc4, immediately regaining the pawn. However, I wished to play in pure gambit style here, in full accordance with the name of the opening! Here is another popular method of sacrificing the pawn for initiative: 3 AB A66 4 Ac3 a6 5 e4 b5 6 e5 2d5 7 a4.

> 3 €) f6

The old-fashioned continuation 3 ... e5 was encountered in the game La Bourdonnais-McDonnell (London, 1834), where play went 4 d5 f5 5 Ac3 Af6 6 2 xc4 ≙c5 7 தß ⊯e7 with equality. 4 2f3 ed 5 2 xc4 2 b4+ 6 2 bd2 2c6 7 0-0 is played nowadays. The d4 pawn is quickly recovered, and White's chances are preferable. Nevertheless, White can also count on a serious initiative without the pawn. Let's look at some recent examples.

Bönscb-Chekhov (Halle 1987): 7... **₩f6 8 e5** (instead of 8 ≥ b3 鱼g4 9 全bxd4 etc.) 8 ... 幽g6 9 2h4 ₩g4 10 2df3 Le6 11 h3 ₩e4 12 2d3 ₩d5 13 2g5 ₩xe5. This position was first seen in the

game Timman-Tal (match 1985). After 13 ... 0 e7 14 0 e4 對d7 15 Axe6 ₩xe6 16 2xc6+ bc 17 wxd4 White has a big plus, which he quickly converted to a win: 17 ... ≝d8 18 ₩a4 2c5 19 ₩c2 ₩ d5 20 b4 2 d4 21 Af5 2 xe5 22 翼el ★f8 23 △b2 ★xf5 24 ★xf5 0 h2+ 25 ★xh2 xf5 26 Mad1 #d5 27 #xd5 cd 28 #c1 Black resigned.

Chekhov employed a novelty (13 ... 幽xe5) that doesn't solve the opening problem: 14 2hf3 **₩d5 15 2 e4 ₩d7 16 2 xc6 bc 17** 2xe6 fe 18 2xd4 0-0-0 19 wa4! wxd4 20 2e3 wxb2 21 \ab1 **幽a3 22 幽xc6 ②e7 23 幽xe6+** 量d7 24 量b3 wxa2 25 we4 c5 26 以xb4 cb 27 wa8+ cc7 28 ≝c1+ ★d6 29 ₩e4! ②d5 30 ₫ f4+ Black resigned.

> 4 e5 ₽d5 5 ₫ xc4 €) b6 **∂ d3**

In an earlier round I tested 6 **⊯d3** in a game with Timman. Despite the success, it was not clear to me whether the opening was responsible for the outcome of the game, and I therefore chose a different retreat of the bishop. Nevertheless, this game deserves attention.

Karpov-Timman (Brussels 1988):

**₽**006

#### 7 夕e2

A fine game was obtained by Black in Belyavsky-Jakovic (Sochi 1986): 7 2e3 2b4 8 2e4 c6 9 2c3 2e6 10 2ge2 24d5 11 0-0 (11 4d3 4d7 12 0-0 g6 13 a3 f5 14 2f3 2g7 with equality; Timman-Spraggett, Wijk-aan-Zee 1985) 11 ... 4d7 12 2g3 f5! (instead of the previously encountered 12 ... g6) 13 ef ef.

The theoretical continuation is 8 f3 \( \text{0} \) e6 9 \( \text{D}\) bc3. The most recent example on this theme is the game Gulko-Chandler (Amsterdam 1987): 9 . . . \\dd d7 10 \&ne4 \\d d5 11 නc5 ლc8 12 a3 e6 13 ლc2 ෧ xc5 14 \psixc5 \psid7 15 0-0 (15 b4 a6 16 鱼g5 包c4! 17 b5 ab 18 幽xb5 ≥6xe5!, and Black seized the initiative: Razuvavev-Jakovic. Sochi 1986) 15 . . . a6 16 \(\pi\)c3 f5 17 ef (17 b4 2e7!) 17 . . . gf 18 2 f4 0-0 19 b4 2a4 20 wd2, and here ∆xb5 with better chances for White, it was necessary for Black to secure the queenside: 20 ... b5!, after which lies a complicated battle.

It seems to me that on 8 f3 the bishop has a more sensible manoeuvre: 8... 2 h5 and 9... 2 g6 (9 2 f4 is not possible due to 9... wxd4 10 2 xh5 wxe5+) with a pleasant game for Black. The position is reminiscent of the Four Pawns Variation of Alekhine's Defence.

8	• • •	≙xe2
9	<u> </u>	₩d7

10	නුය	0-0-0
11	<b>a4</b>	<b>a</b> 6
12	<b>a</b> 5	<b>∂d5</b>
13	<u> 1</u> [3	∂db4

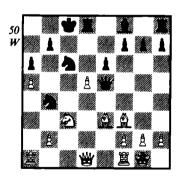
The attempt to complete development by 13 ... e6? would conclude lamentably: 14 ⊇xd5 ed 15 ₫ g4.

#### 14 e6!

By such means Black's kingside development is impeded and the game is plunged into interesting complications.

14	• • •	₩xeб
15	d5	<b>₩e5</b>
16	0-0	

Both sides have formulated their plans, and a lot is promised after having castled on opposite sides.



#### 17 dc!

The queen sacrifice sharply changes the situation on the board. The black king is subjected to uncommon pressure by the hostile pawn, which is close to its cherished promotion.

17	• • •	<b>≝</b> xd1
18	cb+	<b>⊕ b8</b>
19	¥ fxd1	å c5?

The fatal inaccuracy. Black should retain the bishops, for example: 19... ad6 20 g3 #f6 with mutual chances. Now Black practically forfeits any counterplay.

	20	<u> </u>	₩xc5
	21	≌ d7	f5
	22	¥ ad 1	<b>∌c6</b>
	23	<b>284</b>	₩b5
	24	<b>≝c1!</b>	<b>≝xa4</b>
	25	<b>≝</b> xc6	wxa5
	<b>26</b>	<b>≌</b> xe6	<b>⇔</b> a7
	27	g3	<b>g</b> 5
	28	≝ xh7!	<u>₩</u> <b>b8</b>
28		≝xh7 29 3	<u>¥</u> e8.
	29	h3	g4
	<b>30</b>	hg	fg
	31	<u> </u>	<b>₩a1</b> +
	32	⇔h2	省xb2
	33	<b>≝ hh6</b>	<b>≝a2</b>
	34	<b>≝</b> ef6	<b>c</b> 5
	<b>35</b>	<u>¥</u> f4	₩d2
	<b>36</b>	ฐก	≝ xb7
	<b>37</b>	¥ xa6+	

The black king is transformed into a wanderer, devoid of refuge.

<b>37</b>	• • •	<b>⇔</b> b8
38	展18+	<b>⇔</b> c7
<b>39</b>	<u>≙</u> g2	₩d7
<b>40</b>	<b>≝ h8</b>	c4
41	ð <b>e4</b>	

Black resigned.

There is no defence to <u><u>u</u>h8-h7. Let's return to the game Kar-pov-Speelman.</u>

On 7 \$\otimes 13\$ the English Grandmaster often chooses 7 ... \$\otimes g4\$,
not being embarrassed by the variation 8 \$\otimes xf7 + (8 \$\otimes g5 \$\otimes xd1 9\$
\$\otimes xf7 + \otimes d7 10 \$\otimes e6 + provides
the opportunity to create a drawn

miniature) 8 ... ★xf7 9 -2g5+ res 10 wxg4 wxd4, where White doesn't find it easy to positional demonstrate any superiority. Here is how the game Seirawan-Speelman (Candidates match, St. John 1988) developed: 11 we2 (11 wxd4 2xd4 12 2a3 e6 13 2e3 2b4+ 14 seft 2e7 wth equality; Ftacnik-Spraggett, Wijk-aan-Zee, 1985) 11 ... wxe5 12 2 e3 Ad5 13 Af3 #f5 14 0-0 보d8 15 원c3 e6 16 보fel <u>@</u>e7 17 ₫ d2. The discussion began in this fashionable variation with the game Yusupov-Portisch (Tunis 1985), where White played 17 ≥b5, and after 17 . . . ≥xe3 18 fe Portisch was able to obtain good play by means of 18 ... ad6! Seirawan-Speelman continued: 17 ... ≥xc3 18 bc. A new continuation, which does not justify itself in this game. After 18 a xc3 由f7 19 当c4 16 20 1e3 White more active position (Alburt-Gulko. Bath Black made a mistake here: 20 . . . axc3 (20 ... \ he8 was necessary), and after 21 2g5+ (but not 21 \( xe6? \( \sigma a5! \) 21 ... \( \mathbf{\phi} g6 \) (21 ... \supersystem xg5 22 \supersystem xe6 + \supersystem f8 23 be with a strong attack) 22 wxc3 ≝hf8 28 ≝f3 尝d5 24 ≝g3 his position had become critical.

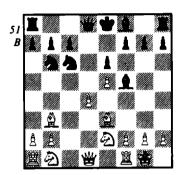
18... 單d6! 19 量abl b6 20 量b5 對d3. By returning the pawn, Black gets a better ending. Speelman already led the match by two points, and this draw would fully consolidate his position of strength.

7 ... of f5

#### 8 Ae2

Unclear play would result from 8 e6 2 xe6 9 2 xe6 fe 10 2f3.

8 ... e6 9 0-0(51)



#### 9 ... **225**

The diagram position was first encountered in the game I. Sokolov-Campos Moreno (Seville 1987). The move 9 ... 2b4 led to a quick defeat (though of course not by itself): 10 2bc3 c6 11 2f4 h5 12 h3 h4 13 4f3 4f4 14 4f61 26d5 (better is 14 ... 24d5) 15 a3 2c2 16 4ac1 2xc3 17 bc 2xe3 18 fe 2xa3 19 4al! 2e7 20 e4 2h7 21 4f4 xe4 22 2xe6 2d5 23 2xd5 cd 24 4xg7 Black resigned.

#### 10 <u>2</u> a4 +!

This new continuation sets Black certain problems. In the event of 10 2g3 2xb3 11 2xb3 2g6 12 2c3 2e7 13 f4 c6 14 f5 ef 15 2xf5 0-0 16 2f3 gives White the initiative, though it would possibly be better for Black to exchange bishops by 11... 2xb1.

0 ... ct

If 10 ...  $\triangle xa4 11 \implies xa4 + \triangle c6$ (11 ... c6? 12  $\triangle d2$ !) 12  $\triangle bc3$  (12 ②g3 is less convincing: 12 ... ②xbl!? 13 监axbl 幽d7) 12 ... a6 13 ②g3 (on 13 监ad1 comes the quite appropriate 13 ... b5, and Black is fine) 13 ... ②d3 14 监fe1 White has the advantage.

11 <u>含</u>c2 <u>含</u>g6 12 <del>含</del>bc3 <del>含</del>ac4 13 **坐**c1 <u>含</u>e7 14 0 xg6 hg

Clearly unsuitable would be 14 ... fg—White can play 15 b3 and after 15 ...  $\triangle$ xe3 16 fe undoubtedly holds the advantage.

#### 15 **⊘e4 ≝h4**

The best solution, as in the event of either 15 ...  $\triangle xe3$  16 fe 0-0 17  $\boxtimes f3$  or 15 ... 0-0 16  $\triangle g5!$  White has the better chances.

16 全2g3 当d5 17 当c2 0-0-0

Logical play—all of Black's preceding game has been directed towards the concealment of his king in this sector of the battlefield. 17.... f5? doesn't hold—18 ef gf 19 \( \text{\text{\text{\text{\text{e}}}}} \) and White looks boldly to the future.

Now threatening b2-b3, with the expulsion of the active black knight. Not waiting for this, Speelman puts into operation his main threat which has been in the air for some moves.

> 22 ... 異xf3 22 gf 樂xf3

24 \(\mathbb{H}\) fe1

In the event of the careless 24

h3 there follows 24 AdSI 25 hc

UJ tilete tollows 24	•		
24 g4			
Now 24 ad5 doesn'			
work—25 wxc4 ≥ f4 26 wfl g4	ļ		
27 <b>当e3! 分h3+ 28 当xh3</b>	}		
wxd1 + 29 wfl with a won posi-			
tion for White.			
25 Was Sylv			

25	<b>≝ e4</b>	න xb2
26	≝ d2	නු 2a4
27	₩c2	<b>₩a3</b>
28	¥ xg4	<b>g6</b>
29	නු4	<b>⇔</b> b8
<b>30</b>	<b># 23</b>	<b>⊯e7</b>

The position is now clarified. White retains a material and positional superiority, which must now be converted.

31	h3	<b>₩h</b> 4
32	<b>★</b> h2	<b>₩</b> f4
33	⇔g2	₩h€
34	₩ dd3	<b>a</b> 6
35	¥ g4	¥ d5
<b>36</b>	h4	≝ b5
<b>37</b>	<b>≝ b3</b>	නු <b>ර</b> ්
38	H (7)	

The struggle is practically over—Black doesn't have the resources to defend all of his weaknesses.

38	• • •	<u>¥</u> b4
39	නුg5	නුe7
40	<b>a3</b>	<u>≌</u> b2
41	wa4	
Black r	esigned	

#### Polugayevsky-Hübner Tilburg 1985

In the main system of the Slav Defence, 1 d4 d5 2 c4 c6 3 af3 af6 4 ac3 dc, after 5 a4 (deterring the move ... b5, a standard idea in this opening) Black has, along with the rare options 5 ... a5, 5 ... g6, 5 ... abd7, 5 ... ad5, 5 ... e6 and 5 ... c5, two basic continuations—5 ... af5 (and subsequently 6 e3 e6 7 axc4 b4 8 0-0—the Dutch variation—or 6 ae5) and 5 ... ag4 6 ae5 ah5, the Steiner Variation. The second riposte is met, perhaps, rather less often.

Incidentally, the move 5 ... 2f5 was recently chosen against me by Hübner. In the Dutch variation—6 e3 e6 7 2 xc4 2 b4 8 0-0 2 bd7 9 we2 2 g6 10 e4 2 xc3 11 bc 2 xe4 12 2 a3 wc7 13 2 fc1 0-0-0 14 a5 2 he8—I played the new move 15 wa2 (instead of 15 2 h4): 15 ... 2 d6 16 2 e1 2 xc4 17 wxc4 e5 18 de 2 xe5 19 2 xe5 2 xe5 20 2 xe5 wxe5 21 a6, and for the pawn White had a dangerous initiative. Hübner, with difficulty, succeeded in defending, the game concluding in a draw.

I will now look back on an older game, Karpov-Portisch (Portoroz 1975), where my opponent, after 6 e3 e6 7 ½ xc4 ½ b4 8 0-0, played 8 ... 0-0. The game attracted wide interest at that

time, and seeing as it's not too long, I will show it to its conclusion.

9	∌h4	<u>⊉</u> g4
10	ß	<u> </u>
11	g4	<b>≙</b> g6
12	≥ xg6	hg
13	<b>₩b3</b>	<b>≝e7</b>
14	<b>g</b> 5	∌ <b>d5</b>
15	e4	<b>∌b6</b>
16	<b>∂a2</b>	<u> </u>

It was subsequently established that 16 ... 2c5! gives an equal game.

17	<u> </u>	e5
18	<b>≝c2</b>	නු <b>6d7</b>
19	de	<b>⊯xe5</b>
20	<b>*</b> h1	<b>≝</b> e8
21	<b>≙</b> c4	<b>∌b6</b>
22	<b>≙ d3</b>	<b>∂a6</b>
23	<u> </u>	ba
24	¥ d1	<b>c5</b>
25	<u> </u>	≌ ac8
26	නු <b>c</b> 3	න <b>c</b> 4
27	<b>2</b> c1	<b>₩ P8</b>

A decisive mistake. After 27... ②xc3 Black has a worse, but tenable endgame; perhaps Portisch was afraid of the interpolation 28 量d5, but Black has the reply 28 ... 對xd5! 29 ed 量el + 30 需g2 ②xb2 31 對xc4 ②xa1.

28	<b>∌d5</b>	≥xb2
29	<u> </u>	<b>₩e6</b>
30	በ መ	<b>⊮h3</b>
31	<u>⊉</u> xb8	<b>½ xb8</b>
32	≌ xb2	
D1 .1	•-	

Black resigned

Before placing the bishop on

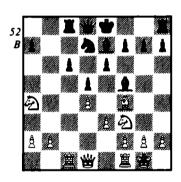
g4, a few more words about the Czech Variation with the move 6 ≥e5. One of the biggest sensations of the 53rd USSR Championships (1986) occurred in the game Belyavsky-Bareev. The first 12 moves were theory: 6...e6 7 f3 **ab4** 8 **a**xc4 0-0 9 **a**g5 h6 10 ≙h4 c5 11 dc wxd1 + 12 xd1 ac2 13 \( c1\), and here there followed 13 ... axa4! an idea of Grandmaster Jaan Ehlvest. This move was harshly condemned in opening manuals, but theory soon approved of the idea, 14 \( \text{xf6 gf} \) 15 Mal 2 b3 16 Ab6 Ac6 17 ♠xa8 ¥xa8. Here the older monographs also remark that Black has no compensation for his material deficit. However. after 18 e3 a xc5 19 a f2 f5 20 g3? 単d8 21 월e2 単d2 22 f4 分b4 23 #f3 2d5 Bareev achieved the advantage.

A few months earlier Black had defended better in the original game Bareev-Ehlvest (Tallin 1985): 20 全a4 全b4 21 全b5 量d8 22 全xc6 量d2+23 会g3 bc. Here too Black had a fine game: therefore Bareev reversed colours in the USSR Championships.

The present game reflects the situation arising from one of the variations of the main system. The next game examines the opening structure of the Meran System. Two more games follow, in which the most fascinating variation in chess theory is played—the Botvinnik System. The Czech and Exchange systems, the Slav Gambit and other variations are

put to one side. Nevertheless, one of the games involving the Exchange system, which I observed at first hand, created a strong impression on me: Seirawan-Belyavsky (Brussels 1986).

1	d4	d5
2	c4	<b>c6</b>
3	නු <b>ය</b>	නු <b>f</b> 6
4	cd	cd
5	<u>⊉</u> f4	න <b>c</b> 6
6	e3	<u>≙</u> f5
7	නු 13	<b>e6</b>
8	<u> </u>	නු <b>d</b> 7
9	0-0	<u> </u>
10	<u> </u>	bc
11	≝ c1	₩ c8
12	2a4(52)	



12		g5
13	<u>≙</u> g3	h5
14	h3	g4
15	hg	hg
16	නු <b>e</b> 5	⊕xe5
17	<u> </u>	f6
18	<b>≙g3</b>	<b>#</b> 17
19	≝ e1	<u>¥</u> h5
20	<b>₩d2</b>	<u> ≙</u> e4
21	ውርI	A 631

#### White resigned

A few rounds later in the same tournament (the first of the World Cup) Andersson chose the Exchange System against Belyavsky. Although he demonstrated that White isn't obliged to win in 20 moves in this 'dull' variation, he didn't extract anything from the opening either.

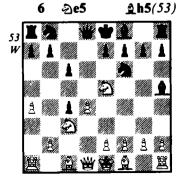
8	නු <b>e</b> 5	≥ xe5
9	≙ xe5	නු <b>d7</b>
10	<b>≙d</b> 3	👲 xd3
11	<b>₩xd3</b>	න xe5
12	de	<u>≙</u> e7
13	<b>₩b5</b> +	<b>≝d</b> 7
14	<b>≝c1</b>	≝ c8
15	<b>≝xd7</b> +	🛊 xd7
16	re2	<b>≝ c4</b>

Black had better chances in the endgame. As can be seen, the extra tempo in this symmetrical opening structure isn't always made full use of.

We now go back to the main text game:

1	d4	d5
2	<b>a</b> 13	∌f6
3	c4	dc
4	<b>ે</b> વડ	с6
5	<b>a4</b>	<u> </u>

Not surprisingly, this move order (via the Queen's Gambit Accepted) gives the same position as the game Polygayevsky-Hübner.

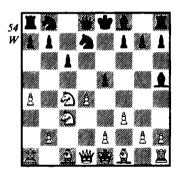


#### 7 B

Occasionally White plays 7 h3 or takes the pawn immediately—7 ②xc4. There is also a serious alternative to the move f3 in the advance of the neighbouring pawn, 7 g3, influencing the centre in a different way. After 7 ... e6 8 ②g2 ②b4 9 ②xc4 ②d5 10 ②d2 ②b6 11 ②xb6 当xb6 12 ②e3 当 a5 or 11 当d3 ②g6 12 e4 c5 13 0-0 ②c6 we have a tense struggle with roughly equal chances.

#### 7 ... එfd7

This continuation, introduced to practice by David Bronstein, is now acknowledged as the most promising.



The essence of Black's conception. By sacrificing a pawn, he endeavours to seize the initiative.

#### 9 2e4

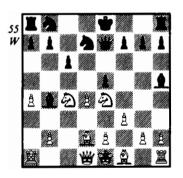
The best continuation: White exploits the weakness of the point d6. Acceptance of the sacrifice scarcely deserves consideration, for example: 9 > xe5 (9 de?? \*\* h4 + and 10 ... \*\* xc4) 9 ... > xe5 10 de > d7 11 f4 2 b4 (not bad either is 11 ... 2 c5) 12 \*\* c2

₩e7 13 e4 g5! 14 @e2 gf. This position arose in the famous game Timman-Petrosian (Las Palmas 1982). After 15 axh5 wh4+ 16 對f2 對xh5 17 axf4 axe5 18 wd4 axc3+ 19 wxc3 White, in Petrosian's opinion, retains a advantage. The small move played now, 15 e6, lost quickly: 15 ... w h4+ 16 cmfl 2 xe2+ 17 wxe2 fe 18 wf2 we7 19 e5 € xe5 20 2 xf4 ¼f8 21 ¼d1 2 c5 White resigned.

9 ... **2 b4**+

Very risky is 9 ... ≥ b6 10 ≥ xe5 f6 11 ≥ d3 wxd4 12 a5 with a difficult position for Black: 12 ... ≥ d5 13 g4! ≤ f7 14 e3 ≥ xe3 15 we2! ≥ d5 16 ≥ d6+ ded7 17 ≥ f5 winning.

10 **2d2 ₩e7**(55)



The intermediate 10 ... 對 h4+11 g3 對 e7 is to White's advantage. An older recommendation by Boleslavsky, 10 ... 鱼xd2+11 對 xd2 0-0 12 de b5, was not justified in the game Lputyan-Pigott (Geneva 1986): 13 ab cb 14 對 d5 ② c6 15 對 xc6 bc 16 單 d1 對 a5+17 ② c3 ② b6 18 對 b5 對 xb5 19 ② xb5 ② a4 20 e4 ② xb2 21 對 b1

⊘d3+ 22 ≜xd3 cd 23 h4 with advantage to White.

#### 11 2 xb4

Another path consists of 11 de 0-0 12 2g3 Md8 13 f4 (13 2d6 2a6 14 2xh5 2xe5; 13 wb3 2 xd2 + 14 2 xd2 2 xe5 15 e4 ≥g5 16 wc3 ≥bd7 and Black has fine play) 13 ... 2 g6 with a complicated struggle. And here is a more recent illustration of the move 12 I cl: 12 ... b5 13 a xb4 wxb4+ 14 wd2 wxa4 15 2cd6 2 g6 16 Ac3 wb4 17 f4 Aa6 with some Black initiative (Knaak-Marszalek, Berlin 1987), After 18 e4 2dc5 19 \( d1\) (better is f4-f5. on this or the preceding move) 19 ... ah5 20 ae2 ab3 21 we3 鱼xe2 22 当xe2 当c5 23 当f2 wxf2+ 24 cxf2 Aac5 Black has a large plus.

11 ... wxb4+
12 wd2 wxd2+
13 wxd2 ed
14 \rightarrow ed6+ \rightarrow e7

15 2f5+

Now after 15 ②xb7 ②a6 the outcome is not quite so clear: 16 ②ca5 ②b4 17 ½cl ②b6 18 ②c5 f6 19 ②d3 ②xd3 20 ed ②e8 with equality (Bareev-Dimitrov, Gausdal 1986); or 16 e3 ②dc5 17 ②xc5 ②xc5 18 ②a5 de+ 19 ﴿xc3 ½he8 20 ②c4 ½ad8 with approximate equality (Adorjan-Flear, Szirak 1986).

#### 15 ... **\***f0

Only this move is a novelty. However, there is also the retreat 15 ... add, encountered earlier,

which is safe for Black seeing that the hostile knight is kept away from b7.

#### 16 2xd4

The opening stages can be considered complete, with White holding an insignificant advantage.

16		න <b>c</b> 5
17	<b>⇔</b> c3	<b>≝ d8</b>
18	e4	≌ xd4
19	🛊 xd4	<b></b> მხ3+
20	<b>⇔</b> c3	∂xa1
21	<u> </u>	නු <b>d7</b>
22	≌ xa1	<u>එ</u> c5
23	e5+	

Polugayevsky recommends 23 g4 2 g6 24 h4 h6 25 b4 ≥6 26 ≥a5, maintaining the advantage. Now we have full equality.

22

23	• • •	<b>(a)</b> 6 /
24	g4	<u>≙</u> g6
25	f4	<u> </u>
26	<b>b4</b>	<b>એ</b> e6
27	គ្គប	
On 27	f5 good	is 27 夕f4!
27		c5!
28	නු <b>d</b> 6	

Nothing is gained by 28 f5 cb+ 29 ★xb4 ♠d4.

But not 30 ... 원d4 31 ★c5! 원xe2 32 ★xd5 원c3+ 33 ★d4 원xa4 34 ¥c1.

31 <u>a</u> b5 Draw agreed

## Miles-Kasparov m(6). Basle 1986

The Meran System, one of the

oldest and most popular variations of the Slav Defence, was employed in this game. Perhaps the most noteworthy moment is Kasparov's 15th move, which is distinguished not so much by its strength as its paradoxicality. The present game, as usual, enables us to examine the modern state of the system in question.

1	d4	∌f6
2	c4	e6
3	<b>2</b> 13	d5
4	නු <b>c3</b>	<b>c6</b>
5	e3	න <b>bd7</b>
6	<b>≙ d3</b>	

In the game Karpov-Kasparov, m(33) 1984/5, I diverged from the Meran System, playing 6 %c2. After 6... 2d6 7 e4 Black, instead of 7... de 8 2xe4 2xe4 9 %xe4 leading to a tense struggle with some Black initiative, played the new 7... e5! The execution of mass exchanges concluded in a speedy truce: 8 cd cd 9 ed ed 10 2xd4 0-0 11 2e2 2b6 12 0-0 2xd5 13 2xd5 2xd5 14 4d1 %e7 15 2f3 4e8! 16 g3 2h3 17 2d2 2e5 18 2xd5 2xd4 19 2c3 2xc3 20 %xc3 Draw agreed.

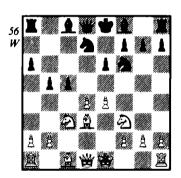
The most principled continuation; 8 \( \tilde{0}\) b3 and 8 \( \tilde{0}\) e2 are encountered more rarely. I used the second of these moves against Kasparov in the game Karpov-Kasparov, m(29) 1984/5. My opponent chose the Slav Defence for the first time in the match and I decided to adopt a peaceful

plan. After 8 <u>@e2</u> <u>@</u> b7 9 a3 Kasparov again came up with an innovation—9 ... b4! Four moves later: 10 <u>@</u> a4 ba 11 ba <u>@</u> e7 12 0-0 0-0 13 <u>@</u> b2 c5 we agreed a draw.

8 ... a6

In the current situation 8... b4 is not so strong. The White apawn has yet to advance, and weaknesses are generated in the Black camp. In its time, besides 8... a6, 8... ab7 was also played, but this move is rarely seen these days.

9 e4 c5(56)



The most popular choice, with which is associated the main variation of the Meran System. In the event of 9... b4 10 ≥ a4 or 9 ≥ b7 10 e5 Black of ten runs into serious problems.

#### 10 e5

The classical continuation. However, 10 d5 is also interesting, a suggestion, it seems, by the English player Reynoldson. Now 10 ... ed 11 e5, 10 ... ♠b6 11 de or 10 ... e5 lead to a worse game for Black. A very sharp continuation is 10 ... c4. I remember my game with Tal (Bugojno 1980), where

after 10 ... c4 11 de cd (an interesting suggestion by Kondratvev is the pawn sacrifice 11 ... \( \sigma \c5! ?\) castled short, and it became evident that the novelty was a success (the moves 13 2e5, 13 e5 and 13 ≜g5 lead to approximately equal play). The game continued thus: 13 0-0 월 b7 14 월 fel 월 b4 (equality is not achieved by 14 ... ≝d8 15 ≜g5; risky also is 14 ... 0-0-0 15 2 f4, though better is 14 ... 2 e7) 15 Ae5 we6 (15... we7 16 2xd3 2xc3 17 bc 0-0-0 18 f3 with obvious advantage to White) 16 Axd3 axc3 17 Af4! wd7 18 bc - 2xe4 19 w/xd7+ w/xd7 20 △ a3. Here, by continuing 20 ... ≝ae8, Black retains a solid position, but Tal played 20 ... \(\mathbb{H}\) he8 and after 21 Med1+ +c7 22 f3 ♠ f6 23 ♠ d6+! ★ b6 24 c4 his king was caught in a mating net in auick time.

#### 10 ... cd

You can find the move 10 ... 2g4 in the archives of long ago.

#### 11 원xb5 원g4

The captures 11 ... ab and 11 ...  $\ge$  xe5 have been closely examined in theory. Play, as a rule, results in a win for White.

#### 12 wa4

In the fourth game of this same match (Miles-Kasparov, m(4) 1986), Miles steered clear of a sharp game and played 12 Dbxd4, the matter swiftly concluding peacefully: 12 ... Db4+13 Dd2 Nxd2+14 wxd2 Db7 15 Md1 (15 De2 Ddxe5 16 h3 Dxf3+17 Dxf3 Dxf3 18 Dxf3

wxd2 + 19 wxd2 ≥ 66 with a roughly equal ending; Seirawan—Chernin, Montpellier 1985) 15 ... 0-0 16 0-0 ≥ gxe5 17 ≥ e2 wb6 18 b3 ≥ xf3 + 19 ≥ xf3 ≥ f6 20 ≥ xb7 wxb7 21 ≥ c2 a5 22 ≥ e3 ≤ fb8 23 wb2 wc7 Draw agreed.

Before the sixth game the score stood at  $4\frac{1}{2}-\frac{1}{2}$  in Kasparov's favour, so the English Grandmaster plays more actively, attempting to win at least one game.

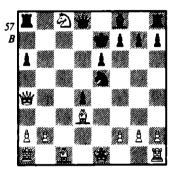
12 ... ≥gxe5

More interesting than 12 ... 
≜ b7, 12 ... 
≜ b8, 12 ... 
⇔ b6 or 12 ... 
€ c5 – none of these continuations has been popular in the last decade.

13 2 xe5 2 xe5 14 2 d6 +

14 夕c7+ 由e7 15 当b4+ 由f6 16 Ae8+ wxe8 17 wxd4 is recommended in some theoretical manuals, though the endgame after 15 ... wd6 16 wxd6+ ★xd6 17 ②xa8 ②xd3+ 18 ★e2 2c5 19 2b6 2b7 is safe for Black. Correct, however, is 15 2xa8. Kasparov evaluates the position as unclear after 15 ... ≥xd3+. Possibly he is keeping yet another novelty up his sleeve, but at the present time Black does not succeed in obtaining equality. Recent theoretical publications give the variation: 16 dec 2 se5 17 ₩ b4 + � f6 (17 . . . � e8 19 ₩ b6) 18 \d2 \end{a}e7 with sharp play. But here Christiansen displays a slight change in the plan of operations: 19 \pmg5 + f6 20 \pmxe5! fe 21 og5+ and 22 oxd8, after which the white knight escapes to freedom. White's chances, having extra material, are greater. But let's see what happened in the game after the check from the Knight d6.

14 ... **★e7** 15 ②xc8+(57)



15 ... **\$**f6!

An effective move, which we have already discussed above. Instead of taking the knight (which, moreover was declaring check!). Black coolly moves his king forward. All the same, it is better to execute a capture on c8. In the event of 15 ... wxc8 16 wxd4 White's advantage is evident (Karasev-Orlov, Leningrad. 1969), but 15 ... xc8, as was shown in the game Ftacnik-Nogueiras (Szirak 1986), is not so clear. 16 2 xa6 \ a8 17 \ b5 ₩d5! (A novelty. In the event of 17 . . . f6 18 0-0 ¥ b8 there follows the riposte 19 \subsection xe5!, with which we are acquainted: 19 ... fe 20 ∆g5+ with advantage to White; Spassky-Novotelnov, Leningrad, 1961) 18 \(\psi \text{xd5 ed 19 \(\text{2}\text{ b5 \(\phi\) f6 20}\) de 2 od6 with a quick draw. True, in the game Speelman-Ribli (Subotica 1987) White played the

slightly different 20 0-0. After 20 ... \( \Delta \) b4 21 \( \Delta f4 \) \( \Delta hc8 22 a4 \( \Delta c4 23 \) \( \Delta ad1 \) Black blundered: 23 ... \( \Delta xb2? 24 \) \( \Delta xd4 \) \( \Delta c3 25 \) \( \Delta xd5 \) and quickly lost. Meanwhile, as for 23 ... \( g5! 24 \) \( \Delta c1 \) \( \Delta c5 25 \) \( \Delta d6 26 \) \( \Delta d3 \) \( \Delta ab8 \) the position, in Ribli's opinion, is totally unclear.

#### 16 2 e4?

White is in a turmoil. Of course, it was necessary to play 16 ≜ xa6 ≥d3 + 17 ♦f1! and Black would still face a difficult struggle for equality.

But now is not the appropriate time to castle. Kasparov points out that after 18 af4!? he would have retained only a minimal advantage. But isn't White winning by way of 18 ag5!? It's possible that Miles, by playing 16 ae4, was counting on 18 ... hg 19 hg + xg5 20 xk8 ab4 + 21 wxb4 xk8 22 wxd4 wh1 + 23 de2 xxa1 24 xxe5 + f5 25 xxg7 + f4 26 ad3, but on a more detailed examination of the position discovered the retort 20 ... f5!

18	• • •	볼 C4
19	<b>⊯d1</b>	d3!
Moving	in for t	he kill.
20	≝e1	<b>≝</b> xc1!
21	≝ xc1	d2
22	គ្គព	<b>₩d4!</b>
23	≝ c2	<b>≝</b> xe4
24	≌ xd2	<b>≙</b> c5

25	≝ e1	<b>≝xh4</b>
26	<b>⊯c2</b>	<u>⊉</u> b4
27	≝ xe5	⊉ xd2
28	g3	<b>⊯d4</b>
29	<b>≝</b> e4	<b>₩d5</b>
White r	esigned	

## Kasparov-Smyslov Game 5, Candidates Final Vilnius 1984

Botvinnik's System, a popularized variety of the Slav Defence, and one of the sharpest and most fascinating variations in opening theory. Using examples from two sharp battles, which include references to other games, we will illustrate the modern treatment of this system.

1	d4	d5
2	<b>213</b>	Ð fe
3	c4	<b>c6</b>
4	නුc3	<b>e6</b>
5	<u>≙</u> g5	dc
6	e4	<b>b5</b>
7	e5	<b>h6</b>
8	<u> </u>	<b>g</b> 5
9	-2xg5	hg
10	<u>2</u> xg5	

An amusing metamorphosis. Thirty years ago, while playing the inventor of the system in a World Championship match, Smyslov defended this position as White. But in the current contest he has prepared a little surprise, playing the other colour.

#### 10 ... <u>å</u>e7!?

#### 11 ef <u>@</u> xf6 12 <u>@</u> xf6

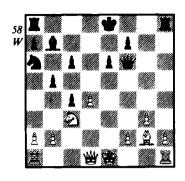
In the game Vyzhmanavin-Ivanchuk (Irkutsk 1986) novelty 12 2 e3!? after 12 . . . 2 b7 13 De4 Da6! 14 Dxf6+ wxf6 15 xd8 18 wc3 c5 19 dc Axc5 led to a dangerous situation for White. Significantly stronger is 13 a4! The game Nogueiras-Rogers (Dubai 1986) continued thus: 13 ... b4 14 2e4 c5 15 2xc5 2 d5 16 Mcl Mg8 17 0 xc4 M xg2 18 ₩h5 a xc4 19 ¼ xc4 wd5 20 w xd5 ed 21 \( \mathbb{L} \) c2 \( \omega \) c6 22 \( \omega \) a6 \( \omega \) d7 23 advantage.

13 <u>@</u>e2 and 13 a4 have also been encountered in practice in recent years, while awaiting practical examination is 13 營d2!?, a recommendation by Kasparov.

#### 13 ... 2a6!

This idea of Smyslov sets a new trend in the variation with 10...  $\underline{\bullet}$  e7. It is stated in theoretical manuals that 13...  $\underline{\bullet}$  b7 14  $\underline{\bullet}$  g2 a6 15 0-0 and 16 a4 leads to an advantage for White. But the knight does not stand so badly on the edge of the board: at the right moment it can spring to b4, and moreover the d-file is not obstructed.

The continuation 15 ≥xb5 was met in the game Uhlmann-Gauglitz, Dresden 1985). Further play went 15 ... 0-0-0 (possible is 15

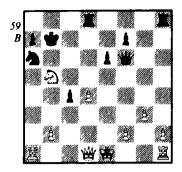


...cb!? 16 鱼 xb7 色 b4 17 0-0 量 d8 with complications, but bad is 17 鱼 xa8? because of 17 ... 包 d3 + 18 会 d2 尝 xf2 + 19 尝 e2 尝 xd4 20 会 d1 会 e7 with a decisive attack for Black) 16 色 a3 (16 色 xa7 + 会 b8 17 色 xc6 + 鱼 xc6 18 鱼 xc6 色 b4! 19 鱼 e4 墨 xd4 20 尝 e2 墨 xe4! 21 尝 xe4 色 d3 + loses) 16 ... 墨 xd4 17 尝 e2 色 b4 18 0-0 鱼 a6 19 尝 f3 尝 xf3 20 鱼 xf3 墨 d2 21 墨 fc1 色 d3 22 墨 c2 墨 xc2 23 ≥ xc2 ② xb2 with a good position for Black.

15 a4 is a more principled continuation. In the game Polugayevsky-Flear (London 1986) there followed 15... 0-0-0 16 ab cb (16... \( \) xd4 is premature—17 \( \) a4 \( \) e5 + 18 \( \) f1, and Black incurs a loss of material. Also possible is the queen sacrifice 17 ba!? \( \) xd1 \( \) a8 19 0-0 with the idea \( \) d1-e3xc4) 17 \( \) xb7 + \( \) xb7 18 \( \) xb5 (59) (18 \( \) a5?! is bad because of 18... \( \) c7 19 \( \) xb5 \( \) b6!! 20 \( \) a4 \( \) 4h5).

18 ... 当f5 19 当a4 当e4+ 20 会d2 当c6 21 b3! 当b6?

Better is 21 ... c3 + 22 ≥xc3



★b6 23 對b5 並xd4+ 24 數e3
 並b4+ 25 對xb6+ ab 26 並a3
 仝c5 27 h4! 並xb3 28 並xb3 全xb3
 ②e4, although White also has the advantage here.

22 bc 基xd4+ 23 零e2 基e4+ 24 零f3 f5 25 基hb1 基f4+ 26 gf 当c6+ 27 零e2 当e4+ 28 零d1! 基d8+ 29 ②d6+ 零c7 30 当a5+ 零xd6 31 当xd8+ Black resigned.

Far stronger for Black, from diagram 59, is 18 ... e5! On this theme, the game Ehlvest-Ivan-chuk (Minsk 1986) deserves attention.

19 d5 (19 當 a4 ed 20 當 xc4 當 f3 21 置 g1 置 xh2! 22 當 e2 當 c6 with winning chances for Black) 19... ②b4 20 置 xa7 +.

kind had a complicated struggle.

20 ... \$b6! 21 wa4 Ad3+ 22 會d2 当xf2+ 23 會c3 当xb2+ 24 **★xc4 ¥c8**+ **25 ★xd3** (25 **¥**c7? loses because of 25... \(\maxc7 + 26\) ②xc7 幽d4+ 27 由b3 ②c5+) 25 ... e4+! 26 dee3 ≝c3+!! 27 ②xc3 wxc3+ 28 ∞xe4 (28 ∞e2 would be bad in view of 28 ... #f3 + 29 #d2 e3 + 30 #d3 e2 + $31 \oplus d2 \ el = () + !! \ 32 \oplus xel$ wxh1 + winning), 28 ... f5 + 29#f4 (White avoids the trap 29 ★xf5? 当f3+ 30 ★e5 当h5+ 31 **★**d4 ≝xd5+ 32 **★**c4 **₩**d3+ 33 会b4 以d4 mate), 29 ... 省d2+ Draw agreed. There is a perpetual check.

Kasparov recommended 17... f5 18 ②d2 b4 etc. However, in the game Ruban-Ivanov (Baku 1985) after 17... f5 18 ②c3! b4 (better is 18... 會b8) 19 ②e2 c5 20 樂c2 ②xg2 21 會xg2 樂b7 + 22 f3 ②c7 23 榮xc4 ②d5 24 榮xc5 + 會b8 25 會g1 White obtained a decisive advantage.

#### 18 **₩d2** b4

This move leads to an unpleasant position for Black. But before we bring this game to its conclusion let's reflect on another game, in which Smyslov's idea—13... ♠a6—was successfully put into practice.

Gavrikov-Kupreichik (Riga 1985): 18 ... ≥b4! Black is not deterred from sacrificing a pawn in the struggle for the initiative

and even goes for the exchange of queens. 19 **₩**f4+ **≝**c7 wxc7+ cxd7 21 ≥25 xhf8 22 ab cb 23 \ xa7 \2c6! Having marched from b8-a6-b4-c6, the knight is prepared to leave the board. But White in return gives up the pride of his position—the light-squared bishop so that Black has made an unquestionable achievement. 24 2 xc6 xc6 unexpected sacrifice of another pawn enables Kupreichik to activate his rook (26 ... 2 xf3 is impossible in view of the unusual mate 27 \( \mathbb{1} \) 1a6). Despite the resulting exchanges White's position is full of holes, and he is soon forced to resign.

19	≝ac1	e5
20	≝ xc4	f5
21	<b>න</b> g5	c5
22	≙ xb7	₩xb7
23	<b>⊯e3</b>	ed
24	<b>₩e5</b> +	<b>4</b> 28
25	മല	

25 wxf5 would secure the advantage. After the text move the pinning of the knight by 25 ... ude8 is not possible due to 26 wxc5! However Smyslov finds the saving manoeuvre.

25	• • •	<b>₩h7!</b>
26	h4	≝ he8
27	<b>≝e2</b>	₩ d6!

28	<b>₩13</b> +	<b>₩ b7</b>
29	<b>⊯xb7</b> +	🕁 xb7
30	වුxc5+	∂xc5
31	選 xc5	d3
32	<b>≝d1</b>	<u>₩</u> e2
33	≝ b5 +\	🛊 a6
34	≝ xb4	d2
35	₩u	≝ de6
36	<b>⇔</b> g2	<b>≝</b> d6
Draw agreed.		

## Ermolinsky-Ivanchuk Pinsk 1986

As a 'generator of innovations' in the Botvinnik System, in recent times, stands one of our youngest Grandmasters, Vasily Ivanchuk. In the notes to the previous game there was included the interesting encounter Elhvest-Ivanchuk. Here is one more fascinating example, which takes us through the basic variation of the system in question.

1	d4	d5
2	<b>න</b> හ	≥16
3	c4	<b>e6</b>
4	<b>એ</b> લ્ડ	c6
5	<b>≙g5</b>	dc
6	e4	<b>b5</b>
7	e5	h6
8	<u> </u>	g5
9	∂xg5	

Less examined, although also met in practice, are the continuations 9 ef gh 10 De5 and 9 Dxg5 Dd5. We won't dwell on these here.

9 ... hg 10 <u>2</u>xg5 2bd7 11 ef

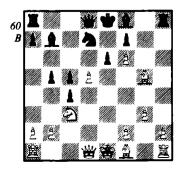
So, before us is the basic position of the Botvinnik System.

#### 11 ... <u>△</u>b7

11 ... 会xf6 is bad because of 12 a4! In the game Yusupov-Kuijf (Amsterdam 1982) there came 11 ... 鱼h6, and after 12 鱼xh6 鱼xh6 13 g3 鱼b7 14 鱼g2 窗c7 15 窗d2 鱼xf6 16 a4 0-0-0 17 0-0 全c5 18 ab! 会b3 19 窗e2 会xd4 20 窗xc4 White obtained the advantage.

The continuation 11... 曾 a5 12 g3 b4 13 ②e4 ②a6 was dealt a powerful blow in the game Kasparov-Miles (Basle 1986): 14 曾 f3 0-0-0 15 b3 cb 16 ②xa6+ 曾 xa6 17 曾 xb3 曾 b5 18 圖 cl! (a novelty; 18 0-0-0?! was previously encountered) 18... ②b6 19 ③e3 a5?! There followed 20 曾 c2, and in the resulting sharp struggle White gained a victory. Kasparov suggests that even stronger is 20 ②g5! a4 21 曾 c2 圖 d7 22 曾 xc6+ 曾 xc6 23 圖 xc6+ 曾 b7 24 圖 c1 with obvious advantage to White.

12 g3 cs 13 d5(60)



13 ... ₩b6

13 . . . b4 loses due to 14 2 xc4 bc 15 de. The evaluation of the position arising after 13 ... 2 h6 is yet unclear. In the original game Bagirov-Yusupov (Moscow 1981), after 14 2 xh6 x xh6 15 2g2 b4 16 2a4 2xf6 17 2xc5 2 xd5 18 0-0 2 xg2 19 cm xg2 \ c8 20 wa4+ 由f8 21 其ad1 wb6 22 ⇒ d7 + decided not to continue the opening discourse and agreed a draw. In Bagirov's opinion, White could obtain the better ending: 22 ... - 2xd7 23 \( xd7! \) ☆c6+ (23 ... a5 24 異xf7!) 24 wxc6 xc6 25 xa7 c3 26 xb7.

After the sensational game Polugayevsky-Torre (Moscow 1981) the rational move 13 ... ≥ b6 disappeared for a long time: 14 de! wxdl + 15 基xdl axhl 16 e7 a6 17 h4! 2 h6 18 f4! However. its reputation was recently reestablished: 14 ... 2 xh1 15 e7 (15 ef(当)+ 会xf8 18 全xb5 異xh2 is in Black's favour) and here in the game Bareev-Lukacs (Vrnjacka Banja 1987) Black, instead of the exchange on d1, unexpectedly played 15 ... #d7! Let's see how this game turned out. 16 f3 (in this position the exchange of queens would now lead to an equal game: 16 \(\pi xd7 + \(\pa xd7 \) 17 \(\pa xb5 \(\pa xe7\) 18 fe f6 19 2c7+ \$xe7 20 2xa8 fg 21 2c7 2e5 22 h3 2f3) 16... 2 xe7!? Even better, in the opinion of Lukacs, is 16 . . . <u>u</u>xh2 17 wxd7+ නxd7 18 නe4 (18 නxb5 2xf6! 19 2xf6 2xe7 20 2c7+ ★d7, or 18 全d5 星c8 19 ef(当)+

②xf8 20 호e2 ②e6) 18 ... 호xe7 19 fe f6! 20 ②xf6 + ②xf6 21 호xf6 호f3 with advantage to Black.

17 fe f6 18 2 xf6 2 xh2 19 2e4 (and here Lukacs recommends 19 xd7 + 2xd7 20 2 h4 with level chances). 19 ... 2d5 20 a4? (Better is 20 2e5 xe7 21 2 d6 + xd6 and now 22 a4! xd6 23 xd6 xd6 with a complicated fight. The impetuous advance of the flank pawn gives Black the initiative).

20	•••	<b>₩e6!</b>
21	<u>∌</u> h4	නුxe7
22	<u> </u>	₩ <b>48</b>
23	<b>≝c1</b>	₩ d3!
24	₩g5	<u> </u>
25	£xß	¥ xf3
<b>26</b>	<b>₩h5</b> +	<u>¥</u> 17
27	<b>₩h8</b> +	<b>₫ f8</b>
28	<b>₩h5</b> +	₩g6
29	<b>⊯e5</b>	≌ xh4!

It seems as though we have exhausted all the possibilities of Black's 13th move, but yet another was devised fairly recently. In the game Vladimirov–Dzhandzhava (Pavlodar 1987) Black employed the novelty 13...

White resigned.

≥xf6! Let's see what happened subsequently.

14 鱼 g2 (in the event of 14 de 鱼 e7! 15 ef + ★xf7 Black has the advantage; 14 ②xb5 or 14 举f3 would stand examination) 14 ... 鱼 e7 15 0-0 ②xd5 16 鱼 xe7 ★xe7 17 ②xb5 举b6! 18 ②a3 c3 19 ③c4.

In the opinions of Dzhandzhava and Boguchev (to whom belongs the idea 13 ... 2xf6), here 19 bc axc3 leads to full equality. The following dozen moves are associated with a string of inaccuracies (that's not all that surprising in this sharp position), which are indicated in the annotations of these two masters.

19 ... 當c7 20 當c1 (20 b3 is unclear) 20 ... 量ag8 (threatening 21 ... 為f4!) 21 f4 cb?! (21 ... 量h7 leading to a better game for Black) 22 當xb2 鱼a8 23 量ac1? (and here White misses the opportunity to obtain the advantage—23 當e5!) 23 ... 量h5! 24 量f2! 量f5! 25 色e5 f6 26 色d3 c4 27 當d4 色b6 28 鱼xa8 墨xa8 29 當e4 當d6 30 色b2 當d5 31 當e3 當c5 32 當c3? White makes the decisive mistake; it was necessary to swap queens. 32 ... 量d5! 33 當c2 f5 34 當c3 量d4!, and Black won.

Time to return to the main game, Ermolinsky-Ivanchuk.

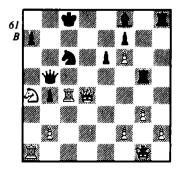
14 2g2 0-0-0 15 0-0 b4 16 2gh1

A patent of Uhlmann, but before we analyse it, let's dwell on the order of moves 16 24 \$65 17 a3 2b8, highly popular up until recent times.

In this position 18 ab cb was previously the automatic choice, with sharp play. But here, in an exhibition game, Gordes-Kasparov (Dortmund 1986), White unexpectedly came up with the new continuation 18 \(\tilde{g}4!?\), and after 18... \(\tilde{a}xd5 \) 19 \(\tilde{a}xd5 \) \(\tilde{g}xd5 \) 20 ab cb 21 \(\tilde{a}e3 \) \(\tilde{a}c6 \) 22 \(\tilde{g}fc1 \) \(\tilde{g}e5 \) (the moves 22... \(\tilde{a}3 \) may be

One must add that after 18 ab cb the move 19 wg4 was first encountered in the game Dvoirys—Sveshnikov (Sochi 1983). The reply 19... 基xd5 was unsuccessful: after 20 量fc!! c3 21 bc 量xg5 22 cb+ 会d8 23 wd4+ 量d5 24 wxa7 全c6 25 wb6+ leads to a big advantage for White.

The interesting move 19 ... ②xd5 was used in the game Yusupov-Tukmakov (Leningrad 1987). Let's take a look at how it subsequently turned out. 20 單fc1 ②c6 21 ②xd5 墨xd5 22 墨xc4 (22 骤xc4? loses to 22 ... 量dl+!; Hasanov-Oll, Minsk 1986) 22 ... 墨xg5 23 對d4! (61)



On 23 ≝xc6+ there follows 23 ... ★b7! Sharp play arises after 23 ⊯e4 ★d7 (bad would be 23 ... 量d5 24 單acl wxa4? 25 罩xc6+ 中d7 26 罩c7+ 中d6 27 wf4+ e5 28 wxb4+!, but possible is 24... 中b7 25 罩xc6 wxc6 26 罩xc6 中xc6) 24 罩acl wxa4 25 罩xc6 上d6 26 罩b6 罩d5 27 罩b7+ 中d8 28 罩xf7 罩d1+ 29 罩xd1 wxd1+ 30 由g2 wd5 31 wxd5 ed 32 罩xa7. Yusupov plays a stronger move.

23	•••	<b>⊕</b> b8
24	<b>≝</b> xc6	<u>¥</u> xg3+
25	fg	<b>₩</b> xc6
<b>26</b>	<b>≝</b> d1	<b>≙</b> h6
27	<b>එ</b> ය්	<b>*a8</b>
28	<b>≝e4</b>	<b>≝</b> xe4
29	∂xe4	<b>a5</b>
30	₩ a 1	

30 會f2 嵐c8 31 嵐al 嵐c2+ 32 會f3 嵐xb2 (32 ... 嵐xh2 33 嵐xa5+ 會b7 34 會f2 winning) 33 嵐xa5+ 會b8 34 全d6, warrants consideration, though the reply 30 ... 嵐b8!? would stand examination.

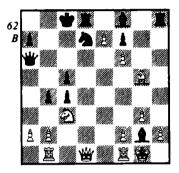
30 ... 鱼e3+ 31 數g2 單h5 32 g4 單d5 33 b3 數b7 34 h4 數b6 35 單e1 鱼f4 (35 ... 單d3 36 全d6 鱼f4 37 全xf7 異xb3 38 異xe6+ 數c7 39 單e7+ 數b6 40 全g5 is bad). 36 數f3 鱼e5 37 g5 a4 38 ba b3 39 g6? Missing the win. Correct is 39 單b1 b2 (39 ... 單d3+ 40 數e2 單h3 41 全d2) 40 h5! or the immediate 39 h5! 39 ... fg 40 量b1 b2 41 f7 Draw agreed.

Seemingly, the move #g4 on the 18th or 19th move would have created awkward problems for Black. Let's again return to the game Ermolinsky-Ivanchuk.

16 ... **幽a6**In answer to 16 ... 2 h6 Uhl-

mann suggests 17 wcl 鱼xg5 18 wxg5 基dg8 19 we3 全xf6 20 全a4 wc7 21 de 鱼xg2 23 会xg2 with advantage to White.

17 de <u>⊕</u> xg2 18 e7(62)



This position had already arisen twice before in Ermolinsky's games at Kaliningrad 1986. Both times his opponent continued 18 ... 2a8. In the game Ermolinsky-Shabalov there followed 19 ed(幽)+ (19 全d5? is bad because of 19 ... **省**b7 20 ef(省) \(\mathbb{h}\)\(\pi\)\(\pa\)\ ≥e5! 23 2xe5+ b6 with a win 由c8! 21 当c2 当e6 22 为f4 当g4 23 ≝fel △h6! 24 △xh6 ₩f3 25 由fl whl + 26 che2 wf3+. Black's counterplay is sufficient for the draw.

In the game Ermolinsky-Makarov, White improved his game by the means of 22 f3 (instead of 22 包f4), and the further 22 ... 包f6 23 量bd1 ②c6! 24 ②f4! 当e3 + 25 当f2 当xf2 + 26 量xf2 ②e5 27 ②d5 (27 每g2! ②d4 28 量e2 a5 29 h4 deserves attention) 27 ... ②d4? (necessary is 27 ...

②xd5! 28 ≝xd5 ②d4 with equality). Now White can obtain the advantage by continuing 28 ≝xd4 cd 29 ⊙xb4 ② b7 30 ② f4.

#### 18 ... <u>△</u> xf

This move was condemned after the game Uhlmann-Alexandria (Halle 1981). Although in it Black obtained the advantage after 19 sxfl bc 20 sxd5! 2 xe7 21 fe c2, it was subsequently established that White had a strong riposte, by way of the immediate 19 sxd5, which is also tested in the current game.

#### 19 **₩d5 A**h6!

Sharply intensifying the battle. Insufficient would be 19 ... 鱼d3 20 鱼f4! 幽b6 (quite bad is 20 ... 鱼xe7? 21 幽a8 + 如b8 22 幽xb8 + 由d7 23 幽c7 + 由e6 24 幽e5 + ) 21 函a4 幽b5 22 ed(幽) + 由xd8 23 星el or 19 ... 鱼xe7 20 fe 鱼d3 21 ②e4 鱼xbl 22 ②d6 + 由c7 23 ed(幽) + 里xd8 24 ②xf7 星e8 25 鱼f4 + 由b6 26 幽d6 + 由a5 27 幽xd7, and White has a big advantage.

#### 20 ed(**₩**)+

Worse would be 20 鱼xh6 鱼d3 21 白e4 (21 鱼f4? 当b7!) 21 ... 鱼xe4 22 ed(当)+ 会xd8 23 当xe4 当xh6 or 20 白e4? 鱼xg5 21 ed(当)+ 当xd8 22 白xg5 鱼d3. In either case Black has the advantage.

#### 20 ... **\dot xd8**!

He must take with the king, as after 20 ... 基xd8 21 鱼xh6 鱼d3 22 色e4 鱼xb1 23 色d6+ 金c7 24 色xf7 管c8 25 管d6+ 金b7 26 色xd8+ 管xd8 27 f7 White prevails.

#### 21 Ae4

Again the accurate move. After 21 \(\frac{1}{2}\)xh6 \(\frac{1}{2}\)d3, 21 \(\phi\)xfl bc 22 bc \(\phi\)c7! or 21 \(\frac{1}{2}\)xfl bc 22 \(\frac{1}{2}\)d1 \(\psi\)a4! Black has an advantage.

#### 21 ... <u>2</u>h3!

And now Black plays accurately. 21 ... 2d3 22 ②xc5 紫c8 23 ③xd3 cd 24 星cl 紫b8 25 紫xf7 紫d6 26 紫e7+ etc. wouldn't be good enough.

#### 22 2xc5

22 <u>a</u>xh6 leads to a draw: 22 ... axh6 23 <u>a</u>xc5 <u>w</u>xf6 24 <u>w</u>a8+ **c**7 25 <u>w</u>b7 + **w**d8 26 <u>w</u>a8 +

Black is playing with great flair. 22 ... 當c8 is worse—23 公xd7 当xd7 24 当a8+.

27 当xg5 当e5! 28 当d2

After the exchange of queens the black knight obtains great mobility. Therefore White is in no hurry to oblige.

28 ... c3 29 bc bc 30 wc2 wf5

Nevertheless Black provokes the exchange of queens, and the position acquires the contours of a draw.

31	省xf5	ef
32	≝ c1	Ðxf6
33	≝ xc3	<b>⇔</b> e7
34	<b>a4</b>	<b>≝ a8</b>
35	<b>≝ a3</b>	<b>≌ a5</b>
<b>36</b>	⇔g2	f4
37	h4	<b>⇔</b> e6
38	<b>#</b> 13	<b>★</b> f5
<b>39</b>	≝ a1	<b></b>

#### Draw agreed

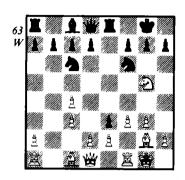
Neither side has any basis on which to fight for a win.

## 4 The English Opening

# Kasparov-Karpov Game 2, World Championship 4 Seville 1987

I confess that Kasparov's handling of the English Opening, which at first glance isn't quite in keeping with his active creative manner, was unexpected by my seconds and myself. More amazing is that the surprise in this game, which was sprung by me, caused Kasparov to ponder over his tenth move for almost an hour and a half! Interestingly, the novelty which had such an effect on my opponent was prepared all of six years ago, for my match against Korchnoi in Merano. But instead of 7 2g5 Korchnoi then preferred 7 Del, and it remained unused. Kasparov, I must confess, responded to the innovation in the best way, but his excessive use of time finally told. In a sharp contest I succeeded in achieving the result.

1	c4	<b>∌f6</b>
2	නුc3	e5
3	<b>2B</b>	න <b>ර</b> 6
4	<b>g</b> 3	<u>≙</u> b4
5	≙g2	0-0
6	0-0	e4
7	නුg5	<b>≜</b> xc3
8	bc	≝ e8
9	ß	e3!?(63)



It was this move, proposed by Igor Zaitzev, my current second, that plunged my opponent into deep meditation. Hitherto Black automatically took on f3. I myself also played thus in my following Black game.

In principle, the idea of the manoeuvre ... e4-e3-to disturb the harmonious development of White's pieces—is not original. However, in the present position. as I was convinced, the pawn sacrifice had not been encountered. It was to my astonishment therefore, when, in a recent copy of the magazine Shakmaty v USSR, I discovered the following game, which was played almost ten years ago in an international correspondence tournament. Interestingly, the player of the Black pieces is a first category chessplayer . . .

Berndt (GDR)-Zaetz (USSR). After 9 ... e3! White, from diagram 63, took the pawn, 10 de, and thereupon launched a desper-

ate attack that quickly fizzled out:

10... b6 11 f4 2 b7 12 2 d5 2 e7

13 e4 h6 14 2 xf7 2 xf7 15
2 xf7+ 4 xf7 16 e5 2 e8 17
3 d5+ 4 f8 18 2 a3+ d6 19
2 ad1 2 a5 20 3 2 a6 21
3 f5+ 4 g8 22 ed 2 xc4 23 3 f8+
4 xf8 White resigned.

In the fourth game I decided to present vet another surprise. refraining from the sharp 9 ... e3!? Instead, I played 9 ... ef 10 ≥xf3 we7. Theory recommends 10 ... d5 with good counterplay for Black. During the preparation for the match we were convinced that the situation was not so clear. for example: 11 cd wxd5 12 20d4 wh5 13 Axc6 bc 14 e3 wg4 15 wa4. But the queen move is hardly a success. In such a way, we were highly dubious about my chosen plan. Having obtained a significant opening superiority, Kasparov confidently realized it. Let's bring the game to its conclusion.

11 e3 ≥e5. A new move (11 ... d6 was previously played), which, as becomes clear, does nothing to improve Black's game.

12	∌d4!	න <b>d</b> 3
13	≝e2	∂xc1
14	≝ axc1	<b>d6</b>
15	≝ f4	c6

₩e5

17 wd3!

¥ cf1

16

An original tour of White's queen (e2-d3-d4), highlighting the merit of White's position. 17... 2d7 18 2f5 2xf5 19 2xf5 4e6 20 4d4 2e7 21 4h4 2d7 22 2h3 2f8 23 25f3 4e5 24 d4 4e4 25 4xe4

31 a4g5 32 全f5 + g7 33 a5 + f6 34 全d3 量xb7 35 基xb7 量e3 36 全b5 量xc3 37 基xa7 全g6 38 量d7 全e5 39 量xd6+ + gf5 40 a6 量 a3 41 量d8 Black resigned.

#### 10 d3!

The correct reply: the loss of time is of no consequence. Howaccurate plav is demanded from Black in the event of the acceptance of the pawn sacrifice. 10 de b6 (10 . . . d6 is also possible, but worse is 10 . . . h6 11 20 h3 d5 12 20 f4! dc 13 e4) 11 e4 h6 (more accurate than the immediate 11 . . . 2a6 12 f4 h6 13 2xf7 #xf7 14 e5 ≥g8? 15 2 d5+ #f8 16 **2**a3+ **2**ge7 17 **3**d3 d6 18 wh7! winning, after 14 . . . 2 xc4 15 ef the advantage is again on the side of White) 12 2h3 2a6. Black can be happy with the outcome of the opening, taking into account that the c4 pawn is doomed.

#### 10 ... d5

The natural move, otherwise the e3 pawn will be quickly swallowed.

#### 11 **₩b3**!

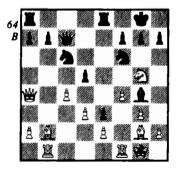
A subtle move, which allows White to retain the opening initiative. After 11 cd  $\supseteq xd5$  there are two possible continuations:

12 2e4 f5 13 c4 fe (sufficient for equality is 13 ... 2de7 or 13 ... 2f6 14 2c3 2d4) 14 cd ef 15 2xf3 2d4 16 2xe3 2g4 17 2e4

₩f6 18 ab2 wb6! 19 axd4 wxd4 20 wcl axe2 21 wg2 axd3 with a winning position for Black:

12 当b3 ②a5 (12 ... 当xg5 leads to a sharp game 13 f4 ②xf4 l4 显xf4) l3 当a3 当xg5 l4 当xa5 当e5 (14 ... b6 15 f4) l5 d4 (15 f4? ②xf4 l6 当xe5 ②xe2+ l7 会hl 显xe5 l8 ②b2 显b5) l5 ... 当d6. The game is probably equal: 16 ②a3 当c6 l7 f4 当xc3 l8 当a4 ②f6.

15... 鱼g4 is possible, for example: 16 監xb7 鱼xe2 17 ⑤xf7 徵a5! 18 徵d6 鱼xfl 19 ⑤h6+ 会h8 20 ⑤f7+ with perpetual check, or 16 监el h6 (16... 徵d7 17 h3) 17 ⑤f3 徵d7 18 d4, and after the emergence of the knight on e5 White stands better.



Letting the initiative slip. Of course, it is a great temptation to harass Black's king, but as a result he obtains good counterchances.

Not dangerous either is 17 全f3 數d7 18 鱼al 單e7!? (worse would be 18...鱼h3 19 鱼xh3 數xh3 20 異xb7 包g4 21 數c5! or 18... b6 19 單fcl 單ad8 20 c4 d4 21 c5!) 19 單fcl 鱼h3, and Black has sufficient counterplay. However, after the quiet continuation 17 單fel White maintains the better chances.

Interesting also is 19... 基 xe4!?
20 鱼 xe4 f5! (worse is 20...鱼 xe2
21 基fe1) 21 鱼f3 仝d4 (21...鱼xf3? 22 基 xf3 仝d4 23 基 xe3 仝c2 24 黉e7) 22 dc 鱼 xf3 23 ef e2
24 基 fe1 举 xc4.

#### 20 dc

Yet another inaccuracy, and the advantage swings completely over to Black. Complications abound after 20 全xf6!? 会xf6 21 量b5 量ad8 22 尝c3+ 会e7 23 尝xc4. The majority of commentators examined the most natural move 20 尝c3. In this case, after 20 ... 尝e7 21 量xb7! 尝xb7 22 全xf6 会f8 23 全xg4! White prevails. However, 20 ... 尝d8! is correct: 21 dc 尝d4 (21 ... 全d4 22 尝xe3!) 22 量xb7 量xe4 23 尝xd4 量xd4 24 查xc6, and chances are approximately equal.

Another dangerous manoeuvre comes in the form of 20 ②d6, and careful play is demanded from Black: 20... 监e6 21 ②xc4 监d8 22 f5 监ee8 23 监b2 ②d4 24 监xb7 ②xe2+25 会hl ②xg3+!26 会gl (26 hg? loses immediately 26... 当xg3) 26... ②e2+ (unsuitable

is 26... wxb7 27 鱼xb7 ②xf1 28 wxf1 鱼xf5 29 ②d6, or 26... ②xf1 27 墨xc7 e2 28 wxa7 e1(w) 29 墨xf7+ 会h6 30 墨xf6+! 会g5 31 wg7+ 会f4 32 wh6 mate) 27 会h1 ②g3+ with perpetual check. However, in the last variation, Black could speculate with 27... wc8!? 28 ②d6 墨xd6 29 wxd6 鱼xf5, with sufficient compensation for the material.

**20 ... ≝ ad8**More solid than 20 ... <u>3</u> xe2 21

→ xf6!

#### 21 ≝ b3

Apparently the decisive mistake. After 21 2c3 2d4 22 2d5 there would yet remain a stubborn fight, its direction depending on the choice of queen move: #d6 or #xc4:

22... 對d6 (proposing a transition into the endgame) 23 對xd6 (23 c5 對e6 24 內c7 內xe2+ 25 動hl 對f5 26 內xe8 其xe8 27 基b3 內d4 28 其xe3 內c2 winning for Black; not much better either is 27 其xb7—27... 對h5) 23... 基xd6 24 基xb7 点xe2 25 其el 点xc4 26 內xe3 其de6 27 置b4 內e2+ 28 對f2 点d3 29 內d5 內xf4 30 內xf4 其xel 31 內xd3 其8e2+ 32 對f3 其e3+ 33 對f2 其le2+ 34 對f1 其xg2 35 對xg2 其xd3 36 其a4, and ultimately the chances are balanced;

22 ... 資xc4 (in such a way Black maintains more tension on the board) 23 全xe3 資xe2 24 全xg4 (24 量bel 資d2) 24 ... 資xg4.

21 ... ≥d4! 22 ≝ xe3 ₩ xc4 Here again there are many paths leading to the goal: 22 ... ②c2 23 当c3 ②xe3 24 当xf6+ (24 ②xf6 会g6) 24 ... 会f8 25 当h6+会e7 26 当f6+会d7, and the king makes good his escape.

23	<b>⇔</b> h1	∂f5!
24	<b>≝ d3</b>	<u> </u>
25	¥ xd8	¥ xd8
26	₩ e1	¥ e8

The game is decided: Black has prepared the following mating combination:

27	<b>≝25</b>	<b>b5</b>
28	∌d2	<b>≝d3</b>
29	∌b3	<u> </u>
<b>30</b>	<u> </u>	wxf3+
31	<b>⇔</b> g1	≝ xe1 +
32	wxe1	නු <b>e3</b>

#### White resigned

When the writing of this book was almost finished, an important game was played in the 55th USSR Championship which has a direct bearing on the fourth game of the Seville match. Here it is.

#### Kasparov-Ivanchuk Moscow 1988

1	c4	∌f6
2	නුc3	e5
3	<b>a</b> 13	<b>∂c6</b>
4	g3	<u>≙</u> b4
5	<u> </u>	0-0
6	0-0	e4
7	නුg5	<u> </u>
8	bc	<b>≝</b> e8
0	a	of

So Ivanchuk ventures to play according to theory, and Kas-

**d5** 

**axB** 

10

parov reveals his secret weapon, developed especially for the battle of Seville.

#### 11 d4!

Instead of the pawn exchange White simply gives up his c4 pawn.

It seems surprising, but this is the decisive mistake. Correct is 12 ... 2f5 with a stubborn defence, for example: 13 2h4 2g6 14 2xg6 hg 15 15 15 2a5.

#### 13 ≝b1!

A very subtle move (13 \( \tilde{2}\)e5 leads only to equality). A significant superiority in the centre and the advantage of the two bishops makes any opening of the position favourable to White, but there is no hurry.

Effectively breaking the blockade of the light squares.

#### 14 ... **≝e**7

14... fg is no better—15 \$\times 65!\$ \$\times \text{xe5}\$ 16 \$\times \text{xe4}\$ \$\times \text{g6}\$ 17 \$\times \text{xg6}\$ hg 18 \$\times \text{xg6}\$. The bishop on cl intends to join the issue with decisive force, but, unexpectedly, the rook on bl also presents a danger, threatening \$\times bl-b5-h5\$ and \$\times \text{xh7}\$ mate.

15	gf	<b>∂d6</b>
16	නු <b>g</b> 5	wxe2
17	<u>2</u> d5+	<b>★</b> h8
18	⊯xe2	里 xe2
19	<b>⊉ f4</b>	නු <b>d8</b>
20	<u> 2</u> xd6	cd
21	≝ be1	≝ xe1

22 ≝xe1 <u>0</u> d7 23 ≝e7 <u>0</u> c6 24 f6 Black resigned

# Kasparov-Karpov Game 16, World Championship 4 Seville 1987

Two thirds of the way through the match the score compelled me to play actively with the Black pieces also. This time we had correctly predicted the English Opening, which promises Black reasonable prospects. A sharp struggle ensued, which was also to captivate Kasparov. For one moment he played too recklessly, and I succeeded in gaining the initiative.

1	c4	e5
2	න <b>c</b> 3	∂16

Twice in the Seville match I chose the system which develops the knight on e7. On neither occasion did the opening turn out to be any better. I will draw for you a complete picture of both these encounters.

#### Kasparov-Karpov, m(6) 1987:

1	<b>c4</b>	<b>e5</b>
2	<b>એલ્ડ</b>	Ð ¢6
3	g3	<b>g6</b>
4	âg2	d6
5	₩ b1	≙ f5

Wiser would be the immediate  $5 ext{ ... } \stackrel{?}{=} g7$ .

· # 6	<i>'</i> .	
6	d3	₩d7
7	<b>b4</b>	<u> </u>
8	<b>b5</b>	∌d8
9	නු <b>d</b> 5!	

A successful innovation. Up until now, 9 e3, 9 and 9 e4 ag4 10 f3 ae6 have been met, with a complicated struggle in each case.

9		<b>c6</b>
10	bc	bc
11	Ac3!	

The knight retreats, but it has achieved its aim in creating a weakness on the queenside.

11	•••	නුe7
12	<u>≙</u> a3	0-0
13	<b>එ</b> 13	h6
14	0-0	<u> </u>
15	<b>₩24</b>	f5
16	න <b>d2</b>	

Leading to a quick simplification. 16 <u>M</u>b3 is stronger, immediately doubling rooks.

16		<b>∌17</b>
17	<b>≌ b3</b>	¥ fb8
18	¥ fb1	<u>¥</u> xb3
19	≝ xb3	<b>≝</b> c8
20	<b>₩</b> a6	<b>∌d8</b>
21	<u>≙</u> b4	<b>≝ b8</b>
22	වු 24	<b>+17</b>
23	<b>≙</b> c3	≝ xb3
24	ab	<b>≝c7</b>
25	<b>e3</b>	<b>≙c8</b>
26	<b>₩a</b> 5	wa5
27	<u>≙</u> xa5	∌e6
28	<u>≙</u> b4	
Draw ag	greed	

## Kasparov-Karpov Game 8, World Championship 4

Seville 1987		
1	c4	<b>e5</b>
2	<u> </u>	d6
3	g3	<b>c5</b>

This time I used my opponent's system, which revolves around the pawn structure c5/d6/e5, but Kasparov skilfully exploits the weakness of the light squares in the resulting configuration.

4	<u>≙</u> g2	<b>∌c6</b>
5	<b>a</b> 3	<b>g6</b>
6	<b>b4</b>	<u>≙</u> g7
7	<b>≝</b> b1	නුge7
8	<b>e3</b>	0-0
9	d3	<b>≝ b8</b>
10	⊴ge2	<b>≙</b> e6
11	<b>b5</b>	නු <b>a</b> 5
12	≙d2	<b>b6</b>
13	0-0	න <b>b</b> 7
14	e4	<b>★</b> h8

The position looks almost perfectly balanced. However the knight on b7 doesn't participate in the game, and this circumstance turns out to be highly significant. The last move represents a loss of tempo; correct would be 14 ... h6 with a subsequent, 15 ... f5.

15	₩c1	f <b>5</b>
16	<b>≙g5</b>	<b>₩e8</b>
17	<u> </u>	⊯xe7
18	ef	<u> </u>

Maybe 18 ... gf is somewhat better, although White also has a positional advantage in this instance.

Black should transfer the knight to the other flank: 20 ... 2d8 21 a4 2f7 22 a5 2h6 trying for ... 2f7-g5-h3.

21	නුec3	≝ be8
22	නු <b>e</b> 4	∌b7
23	<b>a4</b>	<i>⊋</i> \ <b>a5</b>

24	<b>b4</b>	<b></b> მხ7
25	<b>★</b> h2	<b>≝ P8</b>
26	¥a1	වු <b>a</b> 5
27	<b>≝ a3</b>	<b>≝ 17</b>
28	<b>≝c3</b>	<b>₩ 48</b>
29	별 a2	<u> </u>
<b>30</b>	නුg5	¥ ff8
31	<b>≝</b> e2	<u>≙</u> g7
32	<b>≝c2</b>	¥ de8
<b>33</b>	නුe3	<u> </u>
34	<u> </u>	<u>≙</u> g7
35	₩d1	h6
<b>36</b>	නු <b>4</b>	₩ <b>q</b> 8
<b>37</b>	<u>⊭</u> a2	<u> </u>
38	නුc3	h5
<b>39</b>	<u> </u>	<b>≌</b> e6
40	නcd5	<u> </u>
41	නුg2	<b>⇔</b> g7
42	f4	ef

The text move turns out to be unsuccessful. After 42 ... <u>a</u> b7 or 42 ... <u>a</u> 6e8 Black's position is still tenable.

43	∂gxf4	<b>≝ e5</b>
44	②xg6!	¥xf1
45	mx¶	≝ xe4
46	de	<b>★</b> xg6
47	<u>u</u> 12	<b>₩e8</b>
48	e5!	de
49	<b>≝ f6</b> +	<b>⇔</b> g7
<b>50</b>	¥ d6!	

#### $\pmb{Black\ resigned}.$

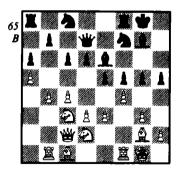
It must be said that I am not averse to White's plan of advancing the queenside pawns in the English Opening, having gained many victories through it. I will make use of this opportunity to provide two of my own games, played comparatively recently.

### Karpov–Zsu. Polgar

1	c4	e5
2	නුc3	නු <b>c</b> 6
3	g3	<b>g6</b>
4	<u> </u>	<u>≙</u> g7
5	e3	<b>d6</b>
6	₩ b1	නුge7
7	<b>b4</b>	<b>a</b> 6
8	d3	<u> </u>
9	නු <b>d</b> 5	0-0
10	නුe2	₩d7
11	නු <b>ec3</b>	<b>∂d8</b>
12	<b>a4</b>	නු <b>c8</b>
13	£3e4	

The white knights are splendidly placed.

13	• • •	f6
14	0-0	<b>c6</b>
15	නුdc3	<b>୬</b> 17
16	<b>⊯c2</b>	f5
17	නු <b>d</b> 2	g5
18	<b>a</b> 5	h5
19	<b>f4!</b> (65)	



This counter blow immediately explains the point of the preceding play.

19	• • •	නුe7
20	<b>284</b>	≝ ae8
21	ව <b>b</b> 6	<b>≝c7</b>
22	₽\ <b>b3</b>	A) 26

23	₩d1	g4
24	d4	ef
25	ef	d5
26	cd	<u> </u>
27	∂xd5	cd
28	<u> එ</u> c5	<b>₩c6</b>
29	<u> </u>	h4
30	<b>₩b3</b>	<b>≝ e2</b>
31	<u> </u>	<b>₩d6</b>
32	量 fe1	≝xb2
33	¥ xb2	≙xd4
34	₩u	≙ xb2
35	<b>≌</b> e6	<b>≝c7</b>
36	<b>≌</b> xg6 +	<b>★</b> h7
37	<b>≝ b6</b>	<u> </u>
38	¥ xb7	₩d6
39	<b>එ</b> 6ෙ	≝ c8
40	≌ xf7	<b>⇔</b> h8
41	≌ xf5	
Black re	esigned	

#### Karpov-Ljubojevic

Bugojno 1986

1	c4	e5
2	නුc3	Ðc6
3	g3	g6
4	<u>≙</u> g2	<u>≙</u> g7
5	<b>≌</b> b1	<b>⊉f6</b>
6	<b>e3</b>	0-0
7	නුge2	d6
8	<b>b4</b>	<u> </u>
9	b5	@a5

In the event of 9... 全e7, possible would be 10 全xb7 監b8 11 2g2 全xc4 12 d3 全e6 13 当a4, with a queenside initiative.

10	d3	<b>a</b> 6
11	<b>a4</b>	ab
12	ab	d5
13	cd	<b>⊕xd5</b>
14	0-0	₩d7

#### 15 wc2 ②xc3 16 ②xc3 量fd8

The immediate 16 ... 鱼h3 is not possible due to the loss of the c7 pawn. After 17 鱼xh3 豐xh3 18 赵d5 豐d7 19 赵xc7 鹽ac8 20 b6 and the knight a5 is badly placed. Therefore Black retains control of the point d5.

17 単d1 <u>含</u>g4 18 単d2 <u>合</u>h3 19 合h1! 単ab8

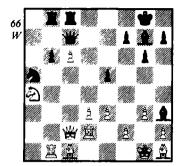
On 19...c6 there would follow 20 b6, and ... b6 would no longer be possible: the rook on a8 comes under attack. So Ljubojevic devises a multi-staged plan to liberate his knight on a5.

#### 20 **⊘d5** c6

Leading to the forced loss of a pawn. 20... <u>a</u>e6 would be quite weak due to 21 <u>a</u>a3 with the threat of 22 <u>a</u>e7+. But it would be better to choose 20... <u>a</u>e6, so as to answer 21 <u>a</u>b4 with 21... <u>a</u>xb5 22 <u>a</u>c6 bc! 23 <u>a</u>xb5 cb with counterplay; on 21 <u>a</u>xc7 Black can play 21... <u>a</u>b3 22 <u>a</u>c3 b6 (with the threat 23... <u>a</u>c8) 23 <u>a</u>a6 <u>a</u>bc8 24 <u>a</u>c6! <u>a</u>d5! 25 <u>a</u>xd7 <u>a</u>xc3 with reasonable compensation for the pawn.

21	<b>⊘b6</b>	<b>≝c</b> 7
22	<b>224</b>	<b>b6</b>
23	bc	<b>≝ dc8</b> (66)
24	₩d1!	<b>∂xc6</b>
25	¥ c2!	

Significantly stronger than the immediate 25 量db2, on which it's true that 25... b5 26 量xb5 量xb5 27 量xb5 凸d4 doesn't hold due to 28 量c5, but there are still many active Black pieces on the board.



The text move forces the exchange of the opponent's light-squared bishop for the knight.

25	• • •	<u> 4</u> d7
26	≌ cb2	<b>b5</b>
27	නු <b>ර</b> ේ	<b>₩d6</b>
28	න xd7	₩xd7
29	≝ xb5	<u>≌</u> xb5
30	≌ xb5	

White has a winning position. However, the conversion of this advantage demands cool and patience. I don't intend to torment the reader with the concluding part of the game, which goes on for another 56 moves.

Now, finally, it's time to go over to the main game—one of the most interesting in the Seville match.

3	<b>ച</b> ദ	<b>∌c6</b>
4	g3	<u>⊉</u> b4
5	⊉ g2	0-0
6	0-0	∄ e8

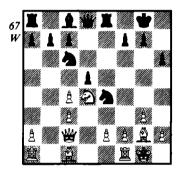
In the 2nd and 4th games, the debate, as you remember, revolved around the continuation 6 ... e4 7 ♠g5 ♠xc3 8 bc ≝e8 9 f3.

7	<b>d3</b>	<u> </u>
8	bc	e4
9	-∂d4	h6

#### 10 de

White employs an important novelty. However, I was not caught unawares. Up until now 10 c5, 10 ♠xc6 and 10 ₩c2 have been encountered here.

10	• • •	-∂xe4
11	<b>≝c2</b>	<b>d5!</b> (67)



This move was suggested by one of my seconds, International Master Podgayets, during the preparation for this game. Black obtains excellent counterplay and not by chance did Kasparov ponder over his reply for almost 40 minutes. Clearly, he has to analyse the most diverse paths, and one must say that there are many spectacular continuations possible. During analysis we took into particular account the dangerous aspect of the move 12 ⇒b5, in that after the subsequent ≥xfl 15 ef (15 dc 2 xe4 16 2 xe4 wh4) 15 ... Mel 16 2xfl wxd5 17 Axc7 wc4, Black would prevail.

 handy—14 ②xf5 wxf5 with the threats 15... wxf2+ and 15... ②xg3. After 14 f3 ②f2! 15 e4 ②xd1 16 ed Me1+ 17 ②f1 ②h3! White is in trouble.

#### 13 ... 2a5!?

Another possibility derives from 13 ...  $2 \times 4!$ ? 14 cd c6 15  $2 \times 5!$  16 f3?!  $2 \times 5!$  17 e4  $2 \times 4!$  18 fe  $2 \times 4!$ 

14	ß	<b>∌d6</b>
15	e4	<b>₩</b> c5
16	<u> </u>	∌dc4
17	ሷ12	<b>⊯e7</b>
18	W od 1	

Perhaps the rook would be better placed on e1; 18 f4 also deserves attention.

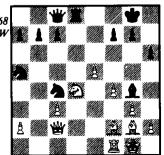
18	• • •	<u>≙</u> d7
19	f4	≝ ad8
20	e5	<u> </u>
21	<b>⊃</b> 6€	•

A somewhat reckless move. Has White calculated on 21 ... ②xf5 22 尝xf5 公d2 23 置fel c5 24 尝c2!?

21	• • •	<b>₩e6!</b>
22	¥ xd8	<b>≝</b> xd8
23	∂d4	<b>₩c8!</b> (68)

The most exact retreat: after 23 ... we8 White has the better chances.

#### 24 f5?!



The threat 24 ... c5 is dangerous (for example on 24 월e1), but after 24 월e4 a dynamic balance is achieved: 24 ... c5 25 ②f5 徵d7 26 월xc5 ②d2 27 ②e7+ 会h8 28 ②d5 ②xf1 (28 ... 省b5! is also interesting) 29 ②xf7 省d3 30 省xd3 월xd3 31 ②g6+ with perpetual check. 24 월e1 leads to an unclear game 24 ... c5 25 ②f3 ②xf3 (25 ... ②f5 26 徵c1 b6 27 ②h4) 26 ②xf3 월d2 27 徵e4 월xa2 28 f5 徵c6 29 徵g4.

#### 24 ... c5

Better than 24 ... ② xe5 25 3 c5 26 hg cd 27 we4 with a dangerous attack for White.

# 25 **쌀e4 cd** 26 **쌀xg4** ②xe5

Shortage of time hindered me in finding the most straightforward route, which would consist of 26 ... dc! 27 e6 (27 鱼d4 ②xe5!) 27 ... ②e5 with a further ... f6. 26 ... ②e3!? is also interesting, 27 鱼xe3 de 28 e6 (or 28 徵e4 徵c5 29 遂e1 ②c4) 28 ... f6 29 徵f3 徵xc3 with a double-edged position.

#### 27 we2

Favourable chances are retained by Black also in the event of 27 쌀e4 ②ec4 28 호 xd4 ②d2 29 쌀g4 볼 xd4 30 cd ②xfl 31 호xfl ②c6.

White's attack comes to nothing, but maybe he would stand more chance of maintaining the equilibrium after the transfer of the queen to e4 or g4.

#### 31 **省b2**

Apparently the decisive mistake. The immediate exchange of queens was necessary: 31 資本6 after 31 資化 資本6 32 資本6 gf White would already be beyond help: 33 基本6 基dl+ 34 查fl 全c4!) 31... fe 32 查h3 基d6, and the endgame may yet be held.

31	• • •	<b>≝e3</b> +
32	<b>⇔</b> h1	<b>b6</b>
<b>33</b>	fg	න <b>4</b>
34	<b>≝c2</b>	<b>⇔</b> xg7
<b>35</b>	<u> </u>	නු <b>d</b> 6
<b>36</b>	<b>₩b2</b>	<b>≝e5</b>
<b>37</b>	<u> </u>	<b>a</b> 5
38	<b>₩</b> 12	f5
<b>39</b>	<b>₩b2</b>	b5
<b>40</b>	<b>a</b> 3	<b>★</b> g6
41	₩ <b>1</b> 7.	

The game was adjourned here, but **Kasparov resigned** without further play: there is no satisfactory defence to 41 ... <u>u</u> d3 or 41 ... <u>a</u>4.

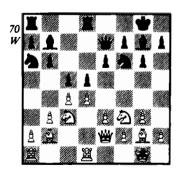
Karpov-Kasparov Game 13, World Championship 1 Moscow 1984/5

1	ÐВ	නු <b>f</b> 6
2	c4	<b>b6</b>
3	g3	c5
4	<u>≙g</u> 2	<u> </u>
5	0-0	<b>26</b>

This variation of the English Opening is named the Double Fianchetto. White usually develops actively in the centre by way of d2-d4 thus taking the initiative. However, it is not quite so simple to breach the enemy stronghold. Another possible setup for Black would be the 'hedgehog' formation by the means of ... e6 and ... 2 e7.

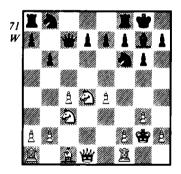
# 6 නුය

In the previous odd-numbered game of the match (game 11) I played 6 b3, and it turned out like a quadruple fianchetto! Symmetry is retained on the board for quite a long time: 6... 2g7 7 2b2 0-08 e3 e6 9 d4 we7 10 2c3 2a6 11 we2 d5 12 ufd1 ufd8 (70).



After 13 ≝ac1 dc 14 bc ≝ac8 15 ⊕b5 ≙e4 16 a3⊕b8 17 dc bc 18 2e5 2e8 19 2xg7 2c White obtained a minimal advantage, though Kasparov defended successfully.

The variations associated with the Queen recapturing will be examined in the notes to the next game.



An important position, well-known to theory. One of the greatest experts on it is the Hungarian Grandmaster Andras Adorjan, an analyst of whom I availed myself for the current narrative.

From the diagram position, 11 ②d5 gives nothing—11... ②xd5 12 cd we5 13 ②f3 wxe4 14 星el wf5 15 星xe7 ②a6, and White has a weak pawn on d5. There are also few prospects after 11 ②e3 wxc4 12 星cl ②c6 13 ②cb5 wxa2 14 星a1 wc4 15 星cl wa2 16 星a1 wxb2 17 星b1 wa2 18 星a1 wb2 19 星b1 wa2 20 星a1

wc4 21 量c1 wa2 22 置a1 wc4 Draw agreed (Ftacnik-Adorjan, Gjovik 1983). Instead of repeating moves, Black, in Adorjan's opinion, obtains a winning position by way of 12 ... wa6!: 13 e5 wb7+ 14 wf3 wxf3+ 15 wxf3 ≥e8 16 ≥d5 e6, and there is no compensation whatever for the pawn; 13 ≥cb5 wb7 14 ≥c7 ≥xe4 15 wf3 (15 ≥xa8 ≥d2+) 15 ... ≤xd4 16 ≤xd4 ≥c6 etc.

The c4 pawn can be defended by the queen from d3 or e2. Horvath-Bronstein (Ribitza 1979) went 11 樂d3 全a6 12 全c2 異ac8 13 全e3 全c5 14 樂c2 e6 15 f3 a6 16 全d2 d6 17 異ad1 全cd7 18 a4 全e5 with excellent play for Black.

Hansen-Adorjan (Copenhagen 1983) shows the alternative: 11 we2 2c6 12 2c2 a6 13 xdl (on 13 **ag5** not bad is 13 . . . **w**b7 or 13 . . . e6) 13 . . . e6 14 b3 wb7 15 1 b2 \( \text{fd8 16 f3 d6 17 } \text{∂e3 } \text{∂e5} 18 異d2 g5!? Usually with this pawn structure, Black prepares to break on the queenside with ... b5 or in the centre by . . . d5, but it appears that danger may also come from counterplay on the kingside. 19 \madl h5 20 \@c2. Sharp play arises after 20 ≝xd6 ②xe4 当xe4+ 24 由f2 hg 25 量d4 wh7 26 xg4 f5! Now it is Black that seizes the initiative.

20...g421 Del b522f4 Dg623 cb ab 24 b4 量dc8 25 會gl 量xc3 (one may limit oneself to the quiet 25... 量c4 26 量d4 量ac8 27 量1d3 De8 winning a pawn) 26 Dxc3 Dxc4 27 Dxg7 會xg7 28 蓋xd6 全xd6 29 蓋xd6 ⊯a7+, and Black soon won.

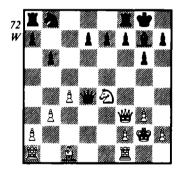
And finally White has yet one more choice, perhaps the sharpest of them all.

11 b3 ≥xe4

Black's only option, otherwise he could easily suffocate.

#### 12 3 xe4

> 12 ... 当e5 13 当f3 当xd4(72)

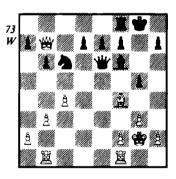


# 14 <u>2</u> a3

In Black's favour is 14 章e3 數e5 15 量ad1 (15 c5 ②c6 16 cb ab 17 a4 數e6 18 量ab1 ②e5 19 數e2 h6 20 f3 量fc8 21 數d2 g5 22 ②f2 數c6 23 ②e4 g4, and White resigned; Kapelen—Adorjan, Vrsac 1983) 15 ... 數c7 16 查f4 數c6! (Kharitonov—Adorjan, Jurmala 1983).

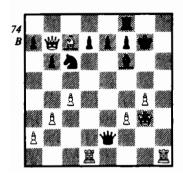
Seven games later, in game 20, Kasparov played 14 <u>u</u> b1 here

(we, as usual, had changed colours) with the threat of trapping the queen by 2c1-b2. The game occurred in our peaceful period, and therefore only a move later-14 ... we5 15 2 f4—there followed the agreement of a draw. However, after continuing 15 ... we6 Black would actually obtain chances to seize the initiative, 16 2f6+ (16 2c3 2c6 17 2d5 ②d4!; 17 量bel 当f5 18 ②d5 g5!) 16 ... 2xf6 17 \\xxxxxxxxxxxxx \(\omega\)c6 18 ₩b7. This position appears to have arisen first of all in the game Shabalov-Kengis (Riga 1983). Its evaluation depends on the prospects of the counter-blow 18 ... g5! (73).



The diagram position has been thoroughly examined by Adorjan and Velga. They are convinced that, despite White's extra material, he is exposed to some danger. Let's look at the basic variation: 19 查e3 量b8 20 豐a6 豐e4 + 21 會g1 ②e5 22 豐xa7 墨a8 23 黃xb6 ②f3 + 24 會h1 墨xa2! winning; 19 查c7 h5! 20 墨bd1 (20 墨be1 is no better either) 20 ... h4 21 h3 g4 22 hg

we4 + 23 f3 we2 + 24 由h3 hg 25 maxg3 mag7 26 \( \text{\tint{\text{\tint{\text{\tin\text{\texi}\text{\text{\text{\texi}\text{\text{\text{\text{\texi}\text{\text{\texit{\texi}\titt{\text{\texi}\text{\text{\text{\text{\text{\text{\text{\



It seems as though the attack has been repelled, but after 26 ... 2 h4+! the game is decided (27 ★xh4 ★xf3; 27 基xh4 ★xd1).

> 14 €) c6 15 ¥ ad 1 ₩e5 16 ¥xd7 **₩a5**

More accurate than 16 ... Mad8 17 Mfd1 Mxd7 18 Mxd7 ₩d8 19 2d6 (19 2g5 4f6 20 ₩xc6 星xd7 21 ₩xd7 2xg5 22 当d5 当xd5 23 cd Draw agreed; Keene-Adorjan, Plovdiv 1983) 19 ... 幽e6 20 異xd8 名xd8 21 幽a8 with some White advantage.

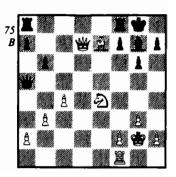
#### 17 **2** xe7

In the event of 17 b4 2xb4 18 ≅ xe7 ②c2 the Black knight lands happily on d4.

> 17 ક્રો**e**5 ₩d1 18

In the stem game, Loginov-Ivanov (Borzhomi 1984), after 18 異d5 名xf3 19 異xa5 異fe8 White declined 20 월a6 ②xh2 21 ★xh2 ≝xe7 22 2d6 ≝d8 23 2b5 #dd7 with an imminent draw. and played the losing move 20 **★**xf3? (20 . . . ba 21 **△**g5 f5 etc).

18 € xd7 19 **当xd7**(75)



19 **₩xa2!** 

19 ... 

⊈fb8 maybe a slightly more aesthetic way of retaining the material, but after 20 a4 we5 ticklish situation.

> 20 **2 x** 18 **≅** x f8

21 ¥ e1

21

By this method (or by way of 21 

₩xh3

	• • •	E VD
22	නු <b>d</b> 6	⊯ເ3
23	<b>≝</b> e7	<b>₩</b> f6
24	∌લ4	<b>₩</b> d4
25	<b>₩xd4</b>	<u> </u>
26	¥ d7	<u>≙</u> g7
27	≝ xa7	h6
28	<b>≝ b7</b>	<u> </u>
29	≝ d7	<u>≙</u> g7
30	h4	f5
31	න <b>d2</b>	<b>≝</b> f6
32	<u>¥</u> c7	<b>≝ e6</b>
33	୬ଣ	<u> </u>

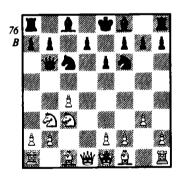
#### Draw agreed.

In my first contest with Kasparov the English Opening was met five times. We have already seen three drawn games. Let's look at yet two more quick draws,

so that all of the five will be found in one place. In these the same variation was played.

# Kasparov-Karpov Game 24, World Championship 1 Moscow 1984/5

1	୬ଣ	නුf6
2	c4	<b>c5</b>
3	නුc3	න <b>c</b> 6
4	d4	cd
5	න xd4	<b>e6</b>
6	g3	<b>₩b</b> 6
7	\$\b3(76)	



# 7 ... d5

A counter-blow which enabled me to solve all of my opening problems in two games of the match.

8	cd	න xds
9	<u>≙g</u> 2	ව xc3
10	bc	<u>≙</u> e7
11	0-0	0-0

In game 26 I played the perhaps more precise 11 ... e5 12 2 e3 c7 13 c5 0-0 14 44 2 xc5. 14 ... d8 is bad due to 15 2a6! (Psakhis-Cramling, Scotland 1984). Now Black sacrifices a pawn, completely simplifying the position. 15 鱼xc5 星d8 16 星fd1 鱼e6 17 h3 星xd1 + 18 星xd1 星d8 19 星xd8+ 安xd8 20 鱼xa7 安a8! 21 鱼xc6 bc 22 会h2 h5 23 安a5 f6 Draw agreed.

12	<u> </u>	<b>≝c7</b>
13	<b>∂</b> d4	₩ <b>48</b>
14	<b>₩a4</b>	<u> </u>
15	<b>≥</b> xc6	<b>⊉</b> xc6
16	<b>≙</b> xc6	bc
17	<u>-4</u>	

# Draw agreed.

On the last move White could have played the more accurate 17 Bbl, maintaining a certain pressure on the queenside. But Kasparov (the same as me) was taken by the drawing bug at this stage of the match.

So, can it be true that Black can obtain equality so easily in the opening? How to improve White's position in diagram 76? After four years it came to me.

# Karpov-Korchnoi

Brussels 1988

# 9 ∂xd5

Instead of 9 2 g2, as was played in the two games above.

Now White has a definite object of attack—the isolated d-pawn. Korchnoi defended stubbornly for a long time, but finally couldn't sustain the effort, overlooking a trap and dropping his

central	pawn.	Let's	look	at	the
rest of	he gam	e with	out n	ote	S.

or me	gaine w	itiiout notes.
10		<u> </u>
11	0-0	<b>≅ 48</b>
12	<u> </u>	f6
13	<u> </u>	<u> </u>
14	<u> </u>	0-0
15	<b>∂d4</b>	-⊇ xd4
16	<b>≝xd4</b>	<u> </u>
17	₩d2	<b>₩d6</b>
18	<b>b4</b>	<u> </u>
19	<u> </u>	<u> 2</u> f5
20	基 acl	<u> </u>
21	<u> </u>	≝ fe8
22	≝ fd1	<b>≝ e7</b>
23	<b>a3</b>	<b>%</b> 18
24	₩b2	<b>≝ c7</b>
25	翼 xc7	wuxc7
26	볼 d2	<b>≝ d6</b>
27	<u> </u>	<b>≝ e6</b>
28	e3	<b>⇔</b> e7
29	h4	<b>a</b> 6
<b>30</b>	<u> </u>	<b>₩ xb6</b>
31	<b>%d1</b>	<b>≝c7</b>
32	<b>≝d4</b>	省c4
33	<b>≝a7</b>	<b>≝c7</b>
34	≝ d4	<b>• 17?</b> (77)
		' '

77			
77 W		T I	1
			///A
		////// ///#	
	w <del>a</del> n		

35	≝ xd5!	<u>≗</u> xg2
<b>36</b>	⇔xg2	<b>₩c6</b>
<b>37</b>	<b>₩c5</b>	<b>₩xc5</b>
20	14 v.	¥ .7

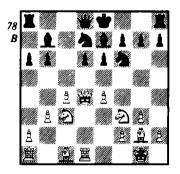
39	<b>#</b> 13	феб
40	<b>⇔</b> e4	<b>⇔</b> d6+
41	<b>⇔</b> d4	<b>⇔</b> d7
42	g4	<b>≝ e8</b>
43	e4	<b>b6</b>
44	<b>≝ d5</b> +	<b>⇔</b> e7
45	<b>e5</b>	<u>k</u> 18
46	₩ d6	<b>b5</b>
47	<b>월 xa6</b>	fe+
48	<b>⇔</b> xe5	<u>¥</u> xf2
49	<u>≌</u> a7 +	<b>*</b> 18
<b>50</b>	h5	異的
51	<b>⇔</b> d4	<u>¥</u> f4 +
52	<b>⇔</b> c5	≝ xg4
53	<b>★</b> xb5	≝ <b>g5</b> +
54	<b>⇔</b> c6	≝ xh5
55	<b>b5</b>	<b>≝ h6</b> +
<b>56</b>	<b>⇔</b> c7	<b>≝ h3</b>
57	<b>b6</b>	<b>⇔</b> e7
58	<b>b7</b>	<b>≝c3</b> +
59	<b>⇔</b> b6	<b>≝ b3</b> +
60	<b>⇔</b> c6	
Black re	signed.	

# Korchnoi-Seirawan Zagreb 1987

1	୬ଣ	∌f6
2	c4	<b>b6</b>
3	g3	<u> </u>
4	<u> </u>	c5
5	0-0	<b>g6</b>

While examining the English Opening, I decided to limit myself to two games of the Double Fianchetto variation, which were influenced by my confrontations with Kasparov. The formation termed the Hedgehog often occurs in practice. One of the typical positions arises, for example, after the move order: 5...e6 6 2c3

åe7 7 d4 cd 8 wxd4 d6 9 M d1 a6 10 b3 ≥bd7 11 e4 (78).



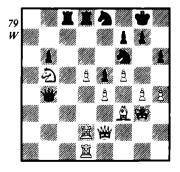
11 ... 對 b 8 is most popular here (or 11 ... 對 c 7) 12 查 a 3 ② c 5 13 e 5 de 14 對 x e 5 with sharp play. In the game **Karpov-Ribli (Dubai 1986)** Black employed the novelty 11 ... 對 c 8. The present example is again limited to illustrating the Hedgehog set-up (e 6 ... and ... 查 e 7). However, I remember the game not so much for the opening stages, but for the elegant finale.

# 12 <u>©</u> b2

By refraining from the preparation of the thematic e4-e5, I succeeded by simple means in obtaining a tangible spatial advantage. The point is that the idea 12 2 a3 2c5 13 e5 is not very effective now: 13... de 14 2xe5 2xg2 15 xg2 2b7+ leading to equality, and 14 2xe5 simply loses to 14... 2cd7!, the idea behind the manoeuvre 11... 2c8.

12 ... 0-0 13 会d2! 樂c7 14 量ac1 景ac8 15 h3 景fe8 16 a3 梁b8 17 b4 景ed8 18 樂e3 章a8 19 梁e2 会e8 20 会f1 章b7 21 秦h2 会ef6 22 会d2 会e8 23 景e1 查a8 24 会b3 章g5 25 景c2 景c7 26 f4 章f6 27 景ec1 景dc8 28 会d1 章b7 29 ₩d3 ♠ xb2 30 ♠ xb2 ₩a8 31 ♠ d1 a5. Black loses ground in the complicated manoeuvring struggle. 丞d8 and 丞cc8 were necessary, maintaining a solid defence. Nothing can be done, and this is a feature of the Hedgehog: if Black doesn't succeed in carrying out the counter-blows ... b6-b5 or ... d6-d5, he must wait patiently for events to take their course.

32 ②d4! 월d8 33 ②b5 월cc8 34 ②dc3 微b8 35 월d1 ②df6 36 월cd2 h6 37 微e2 鱼a8 38 微g1 (stronger is 38 ba ba 39 월b2 with the annoying threat ②xd6) 38... 章c6 39 微h2 e5 40 f5 微a8 41 g4. Taking on d6 gives Black counterchances. 41... 微b8 42 h4 微b7 43 章f3 微e7 44 微g3 ab 45 ab d5!? The last chance, otherwise Black is suffocated after g5. 46 cd ②xb5 47 ②xb5 微xb4 (79). The decisive mistake; perhaps 47 ... ②d6 would be the only way to resist further.



48 g5 hg. Black carelessly opens the h-file (it would follow to retreat the knight immediately to h7) on which unfortunate (for him) events unfold. 49 hg ≥h7 50 d6! ≝c5 51 ≝b2! It seems that

also possible is the immediate 51 wh2 kxb5 52 wxh7+ wxh7 53 kh2+ wg8 54 kdhl with unstoppable mate. However, in this case, a brilliant refutation is found—54 ... wel+!! 55 kxel xd6 and Black succeeds in wriggling away, while at the same time obtaining winning chances. With the intermediate rook move the queen is driven away from the a5-el diagonal, which makes the combination possible.

51 ... \(\mathbb{e}\) c4 52 \(\mathbb{e}\) h2! \(\mathbb{e}\) xh7 +!! \(\mathbb{e}\) xh7 54 \(\mathbb{e}\) h2 + \(\mathbb{e}\) g8 55 \(\mathbb{e}\) dh1 f6 56 \(\mathbb{e}\) h8 + Black resigned. After 56 ... \(\mathbb{e}\) f7 57 g6 the king is captured by the white pawns. Amusingly, in the present situation, Black's queen is safest of all!

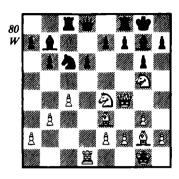
The preceding game was devoted to the knight capture on d4.

Black prepares to develop his knight on d7—the most appropriate place for it. Let's examine one effective game in which the knight occupies the more usual c6 square.

Ribli-Kouatly (Lucerne 1985): 8... ②c6 9 對 4 單 c8. In the later game Speelman-Greenfeld (Beer-Sheva 1987) Black wasn't afraid to castle: 9... 0-0 10 對 4 單 c8 11 ②h6 ②b8! 12 b3 d6 13 單 ad1 單 c5 and obtained an acceptable position.

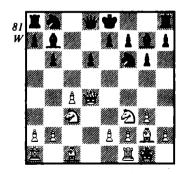
10 ≝dl d6 11 b3 ᡚe4 12 ᡚxe4!

<u>↑</u>xal 13 <u>↑</u>e3 <u>↑</u>g7 14 <u>↑</u>fg5 0-0 (80).



15 ②xh7! ★xh7 16 ②g5+ ★g8 17 ₩h4 監e8 18 鱼h3 (threatening 19 ₩h7+ ★f8 20 ②e6+ fe 21 鱼xe6 with mate) 18... ★f8 19 ②e6+ ★g8. Avoiding mate at the cost of the queen (19... fe 20 鱼xe6 ②e5 21 ₩h7 ②f7 22 鱼d4!) 20 ②xd8, and Black soon resigned.

Although the idea of placing the b8 knight on d7 is as old as the hills, the move 8 ... d6 (81), in the present situation was first used in the game Chernin-Horvath (Copenhagen 1986).



There subsequently followed 9 Madl Dbd7 10 Wh4 Mc8 11 Del Dxg2 12 Dxg2 a6 13 De3 Mc5 14 Dcd5 b5 15 cb ab 16 a4 ba 17 ②xf6+ ②xf6 18 当xa4 0-0 19 b4! ②b6 20 当a6 显c8 21 显a5 ②g7 22 ②a3 显e8 23 当b5 e6 24 显a6 显b8 25 当c6 d5 26 b5 ②a8 27 ②d6!, and White won.

It was soon established that 12 ... 

Los is stronger, preparing 

Ma8, Mh5 and De5 with initiative. Such an idea was implemented perfectly by Kasparov in the 23rd game of the return match, which is discussed below.

In the text game (and also in a few others) Korchnoi played the new move 9 2e3. Perhaps this is the freshest idea to date: the game Korchnoi-Seirawan was published in the Chess Informant vol. 44. It also explains the fact that I included Korchnoi's game in the basic material of the book in order to illustrate the Double Fianchetto (with the queen taking on d4). Of course, it goes without saying, that game 23 of the return match is also of interest.

<u>w</u>c8, 10 ... h6 would be good also—he has not yet castled, and this move successfully counters the queen's attack on h4.

10 ... **ac8**. In the event of 10 ... 0-0, now 11 **a**h4 is good with a subsequent <u>a</u>h6.

11 <u>ab2 0-0 12 we3</u>. And here 12 ad5 would be rash—12 ... axd5 13 cd uc2 with advantage to Black.

12 ... 監e8. In a later game, Plaskett-Adorjan (Hastings 1986/7), the immediate 12 ... a6 was met. After 13 ②d4 ②xg2 14 会xg2 監e8 15 监ac1 监c5 16 h3 当c8 17 ②a3 (17 a4 is better) 17 ... 监c7 (a sharp variation arises after 17 ... 监h5 18 g4 ②h6) 18 ②d5 当b7 19 当f3 ②xd5 20 当xd5 Black played 20 ... 监ec8, and following the exchange of queens (21 当xb7 监xb7) a quick draw was agreed. However, by continuing 20 ... 当c8!, Black would obtain somewhat better chances.

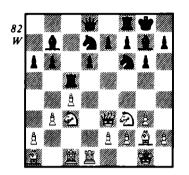
13 **異acl**. 13 **基d**3 leads to unclear play: 13 ... a6 14 **基ad**1 **全c**5 15 **基d**4.

13...a6. The exchanges 13... ②e4 14 监c2 ②xc3 15 ①xc3 ②xc3 16 监xc3 are rather in White's favour.

14 鱼 a1. This rare move allows Black to solve instantly all of his opening problems. Nothing is given by 14 色e5?! 鱼xg2 15 鱼xd7 包g4! 16 当xb6 当xd7 17 会xg2 运c6 18 当b4 运c5 19 运d5 e6 20 运xc5 dc 21 当xc5 当d2. However, a recommendation by Igor Zaitzev deserves attention: 14 监c2, followed by 当e3-c1-a1, main-

taining a certain pressure on the Black position.

14 ... \( \mathbb{L} \text{c5!}(82)



Making way for the queen on a8 and simultaneously preparing ... b5. 15 a4 曾a8 16 ②e1 皇f5 17 ②xb7 曾xb7 18 f3 h5 19 ②g2 皇c5. 19 ... d5 20 cd ②xd5 21 ②xd5 皇xd5 22 皇xd5 曾xd5 23 ②xg7 每xg7 24 皇c7 would not be sufficient. Now a drawn result is inevitable.

30 b6 \( \frac{1}{2}\) fb8 31 b4 \( \frac{1}{2}\)d7 32 \( \frac{1}{2}\) xg7 Draw agreed.

Time to return to the move 9 a e3 in Korchnoi's game.

9 <u>A</u>e3 ≥bd7 10 ≝ac1 0-0 11 ₩d2

Korchnoi employed the move 9 2e3 for the first time in his game with Gurevich (Jerusalem 1986). On the reply 9... ②bd7 he played the immediate 10 樂d2. There subsesquently followed 10... 墨c8 11 b3 a6 12 墨ac1 0-0 13 章h6 墨c5 14 叠xg7 秦xg7 15 墨fd1 樂a8. Black again uses an idea of Kasparov's. 16 樂e3 ②e5 17 ②a4 ②xf3+ 18 ef. By this means White takes the initiative; 18 叠xf3 墨e5 19 叠xb7 ※xb7 leads to equality.

18... 選e5 19 ②xb6 置xe3 20 ②xa8 置e2 21 ②b6 置xa2 22 b4 量b2 (22... 置b8 23 c5 dc 24 bc ②c6 is more solid) 23 置b1 置xb1 24 置xb1 置b8 25 置a1. White maintains a small advantage, but after a sharp skirmish it all ends in peace.

The position after 12 moves of this game occurred again in the game Korchnoi-Eingorn (Zagreb 1987). The move order was 10 wd2 0-0 11 Macl Mc8 12 b3 a6. here Korchnoi played and another bishop move: 13 2 h3! The exchange on f3 would hardly be good: the f-pawn moves to f5; the knight on d7-Black's main hope—is pinned, so the rook steps aside. 13 . . . \ b8 14 \ 2 d4 \ 2 e4 15 Axe4 2 xe4 16 ¼ fd1. White has the greater chances. Let's look at a few more moves: 16 ... 2 a8 17 Ac2 b5 18 Ab4 bc 19 xc4 xc4 xc8. Black sacrifices a pawn with the hope of taking the initiative. 20 Axa6 ≅ xc4 21 bc ⊯c8 22 a xd7 wxd7 23 ②b4 wa4 24 ②d5 wxc4 25 -xe7+ -h8 26 -d5 0 xd5 27 wxd5 wxe2 28 a4. Although material equality is re-established, White has an obvious positional

superiority, which he converted into the win.

The plan used by Eingorn was to Seirawan's liking, and he tried to improve Black's play by moving the knight to e4 straight away. What does this achieve?

Keeping the move ... a6 for later.

12	≥ xe4	👲 xe4
13	≝ fd1	<b>≝c7</b>
14	<u>⊉</u> h3	<b>≝ ab8</b>
15	නු <b>d</b> 4	<u>⊉</u> a8

Now 15 ... a6 is worth consideration, restricting the mobility of the white knight.

Black's battery along the long diagonal presents no danger.

Here it would follow to prefer 18 ... \( \mathbb{H} \) fd8, fortifying his weak points.

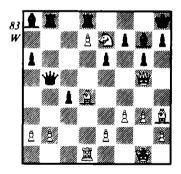
In the event of 19... 鱼e8 10 cb the white rook invades via c7. After 19... bc (19... 包e5 20 b3 bc 21 bc with advantage) White, according to Korchnoi, obtains better chances in the following manner: 20 包xe7+ 会h8 21 包d5 当xd5 22 当xd5 包xb2 24 当xc4 包b6 25 皇xb6 当xb6 26 当a5.

The knight infiltrates the enemy camp, from where there is no return. However, it is destined for a sacrificial purpose.

#### 21 c5!

It now becomes clear that 21... ②xc5 is not possible due to 22 ≝xd6 ②e4 23 ≝c7, and Black's queen is trapped.

No better is 24 ... 置bd8 25 全d4 當c7 26 章 xe6 fe 27 全 xg6 + 會g8 28 全 xf8. However, correct, as Korchnoi calculates, is 24 ... 當xb2 25 d8(當) 量bxd8 26 當xd8 當xe2 27 當d2 當xd2 28 量xd2 且e8 29 量d7 章f6. The knight finally perishes, and after 30 全c8! 量xc8 31 量xf7 the game very soon ends in a draw.



Only now does Black make a decisive mistake. He has an extra rook and it would follow to give up some material: 30... 查xf3 31 ef 当b6 32 当h4+ 會g7 33 會h1 h5 34 当e7+ 會h6 35 g4, and in

Korchnoi's opinion, White has only a minimal advantage. Now Black is forced to give up his queen.

<b>32</b>	ed	£xß
<b>33</b>	<u> ⊉</u> хеб	c3
34	bc	<b>E</b> 18
<b>35</b>	<b>≙</b> b3	<b>⊉h5</b>
<b>36</b>	h4	<u> </u>
<b>37</b>	g4	<b>a</b> 5
38	⇔h2	<u> </u>
<b>39</b>	<b>≙</b> d1	⊉ រ
<b>40</b>	g5+	<b>★ h5</b>
41	⇔g3	

# Black resigned.

And, to conclude, yet another short example: Georgiev-Cebalo (San Bernadino 1987). 9 2 e3 ≥bd7 10 \( ac1 \( \text{\ti}\text{\texi}\text{\tex{\texit{\text{\texi}\text{\text{\texi{\texi}\text{\text{\texit{\texictex{\texit{\texi{\texi{\texi{\texi}\texit{\texi{\texi{\texi} **₩d2 №e8** (12 ... a6 leads to a position reminiscent of the above game Korchnoi-Eingorn) 13 2 h3 a6 14 # fd1 # b8 15 Ad4 Ae4 (a well-known idea) 16 ≥ xe4 2 xe4 17 2c2 (17 f3 is more precise) 17 ... 2 b2 18 2 b1 2 g7 19 f3 2 xc2! 20 wxc2 wc7 21 量bc1 量ed8 22 **₩b1** ♠c5. Chances are balanced. 23 b4 2d7 24 wb3 e6 25 a3 a5 26 2g2 ab 27 ab 2e5 28 2d4 2dc8 29 2 xe5 Draw agreed.

# Karpov-Kasparov Game 23, World Championship 4 Seville 1987

In my last game of the match

with the white pieces it was necessary to apply all of my resources in order to gain a victory. I succeeded in achieving this aim although only after a multitude of adventures. The contest turned out to be one of the most tense and fascinating and crowned a spectacular final effort.

1	c4	c5
2	වුයු	නු <b>f</b> 6
3	ક્રાવ્3	d5

Kasparov refrained from playing a 'pure' English Opening and turned the game into a type of Grünfeld Defence. However, such a move order introduces a new structure into our encounters.

4	cd	න xd5
5	d4	න xc3
6	bc	<b>g6</b>
7	<b>e3</b>	<u>∌</u> g7
8	<b>≙d</b> 3	0-0
9	0-0	<b>≝c7</b>
10	₩ b1	<b>b6</b>

A new move. 10 ... <u>a</u>d8 and 10 ... ad7 have been met up till now.

11	<b>⊯e2</b>	₩ <b>d8</b>
12	A 04	A 96

12 ... ②c6 is insufficient for equality—13 d5 f5 14 dc fe 15 当c4+, or 12 ... 查b7 13 查xb7 当xb7 14 dc 查xc3 15 e4.

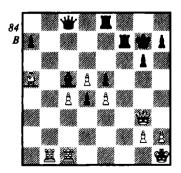
13	c4	Т6
14	d5	f5
15	<b>≙</b> d3	e5
16	e4	- <b>∂d4</b>
17	5 vd4	~4

After lively play the pawn chains in the centre are fixed, though some preference is given to White's position.

18	8	<u>≙g</u> 5	2 18
19	9	≝ fc1	¥ac8
20	0	<u> </u>	<b>¥ 17</b>
2	1	<b>a4</b>	fe
21	. f4	is mo	re solid.
2	2	<b>≝</b> xe4	<b>≝ c</b> 18
2:	3	ß	<u> </u>
2	4	<b>a</b> 5	
I had	ca	lculate	that the auge

I had calculated that the queenside initiative was sufficiently strong and decided to force the play. The break 24 d6 deserves examination, forcing Black to give up material: 24... wxd6 (24... wd7 25 a5) 25 2 b4.

24	• • •	<u>⊉</u> f5
25	<b>≝e2</b>	≝ e8
26	<u> </u>	<u> 1</u> 8
27	<b>₩d3</b>	<u> 1</u> c5
28	≝ a1	₩d7
29	≝e1	<b>≝c8</b>
<b>30</b>	<b>⇔</b> h1	<b>≝</b> c7
31	≝ ab1	æg7
32	≝ ec1	2 xe4
33	fe	¥ f7
34	<b>≝g3</b>	ba
35	<u>0</u> xa5(84)	



After the exchange of pawns White's advantage grows, on account of his connected passed c-and d-pawns.

35		<b>≌</b>	f4

<b>36</b>	<u>¤</u> e1	<b>₩26</b>
<b>37</b>	<u> </u>	黨 [7
38	₩d3	≝ eft
39	h3	異 [2
40	H al	₩ f6

The game was adjourned here, and I didn't seal the best continuation, moving the rook from el to gl. A move later it will transfer to bl, and in view of this the rook could have occupied bl immediately, without the loss of two tempi: 41 <u>Mebl!</u> However, White has a clear advantage nevertheless.

### 41 **g**1 h5!

The correct idea. The appearance of a pawn on h4 would create threats against White's kingside and at the same time divert his attention from the queenside. Significantly weaker would be 41 ... 異 b8 42 異 a5! 異 b2 43 ② cl ② b6 (43 ... 對 b6 44 異 xc5 對 xc5 45 ② xb2 異 xb2 46 對 g3!) 44 ② xb2 ③ xa5 45 ③ a3 異 d2 46 對 b3 d3 47 ② cl!, or 41 ... g5 42 ③ el 異 b2 43 ③ g3 h5 44 異 gf1.

42	<b>🖺 25</b>	<b>≝e</b> 7
43	<b>≝</b> b1	<b>b4</b>
44	<b># a6</b>	≝8f7
45	<b>≝</b> c6	<b>₩</b> 18
46	≝ g1	<u> </u>
47	<b>≝</b> e6	<b>⇔</b> h7
48	<u> </u>	

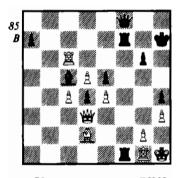
This move is justified by the wish to maintain the tension on the board and also to gain time. 48 墨xe5 鱼d6 (48 ... 墨fl 49 墨e6) 49 墨h5+! (49 墨e6? 墨763! 50 gf 墨h2 mate) 49 ... gh 50 e5+ 会g8 51 ed 当xd6 52 当xd4 merits

consideration, though after 52 ... #f6 Black would most likely obtain a draw.

On repetition of the position by 49 ... \(\mathbb{L}\) f2 the afore-mentioned variation involving the capture on e5 would be possible.

### 50 \( \mathbb{M} \) c6(85)

A drawn result here is most probable, but I was not yet ready to enter into peaceful negotiations, just simply checking on my opponents intentions. Now Kasparov fails to endure the tension of the struggle and embarks on an erroneous combination.



50 ... <u>¥</u>7f3??

Many commentators suggested 50 ... a5 here, giving the flashy variation: 51 量a6? 量7f3 52 gf 量xf3 53 凿c2 量xh3+ 54 數g2 量g3+ 55 數h2 d3, with Black winning. However, after the correct 51 查xa5 量7f3 52 gf 量xf3 53 量c7+! 動格 54 量c8! 量xd3 55 量xf8+ 查xf8 56 動h2 an ending is reached in which Black scarcely has a defence.

The move 50 ...  $\frac{1}{2}$  b4 was also recommended and on 51  $\frac{1}{2}$  g5 (51

全xb4 墨xgl + 52 会xgl 圖xb4; 51 圖e2 全xd2 52 圖xd2 墨xgl + 53 会xgl 墨fl + 54 会h2 圖a3 55 墨c7+ 会g8 56 圖g5 圖g3 + 57 圖xg3 hg + 58 会xg3 d3, and Black is on top) 51 ... 全el! with an initiative for Black. However, precise in this case would be the strong move 51 墨a6!, maintaining pressure on the opponent's position.

#### 51 gf **a** xf3

It seems as though now Black is launching into a decisive operation, but ...

52 ¼ c7+ ★h8

53 <u>⊉</u> h6!

The counter-combination is based on the theme of deflection and overloading. The situation on the board now becomes fully apparent.

# Black resigned.

After 58 \( \frac{1}{2} \)e3 White gives up his bishop for a pawn, and the passed c- and d-pawns are unstoppable.

# Karpov-Kasparov Brussels 1987

This game happened to be a centenary—my 100th meeting with Kasparov: three came before the start of the battle for the Crown, 96 in the three matches (the fourth contest was yet to

come) and this game, No. 100. As in the majority of our games, this centenary match turned into a struggle. highly intensive obtained an advantage in the opening and thereupon had definite chances of increasing it. Kasparov was able to wriggle out and he himself was the holder of the initiative in the endgame, which he let slip. Everything finally concluding peacefully. The game provoked interesting discourse in the pages of the magazine 64—Chess Review.

After 3...c6 4 26 f3 d5 a variation of the Grünfeld defence arises which was encountered in our third match (before the text game) and twice in the fourth (after this game). However, for this once, there is no opening debate: Kasparov delays the move ... d5, and guides the game into an English Opening.

After only five moves, thanks to this novelty, a non-standard position has arisen; in any case, it is not a theoretical one. The immediate ... d5 was previously encountered, which doesn't give equality.

Black's counterplay is based on this move. Timid continuations promise little for Black, for example 7... a6 8 0-0 0-0 9 <u>a</u> b2 d6 10 ②c3. In the event of 7 ... 当a5+ the exchanges 8 当d2! 当xd2+ 9 ②xd2 ②e4 (9 ... ②c6 10 ②c3) 10 ③xe4 ②xd4 11 ②c3 are obviously in White's favour.

#### 8 cd

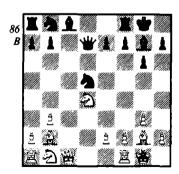
By means of some simple moves I succeed in casting doubt on Black's opening scheme. But here, the manoeuvre 8 \( \tilde{9}\) b5 holds no danger for him: 8 \( \tilde{8}\) \( \tilde{8}\) d2 \( \tilde{8}\) d8 \( 10\) \( \tilde{1}\) f4 \( 0-0\) 11 \( \tilde{2}\) c7 \( \tilde{8}\) h5.

#### 8 ... Axd5

The check on a5 now would bring about an unfavourable ending: 8... 資本5+9 資位2 資本位2+10 章本位2 章本位5 11 章本位5 章本位4 12 章c3 章本c3 13 录文c3.

#### 9 0-0 **₩d**7

Clever, although it appears a somewhat artificial way of defending the knight. In the event of 9... 0-0 or 9... e6 10 \(\frac{10}{2}\) a3 is very strong.



Nikitin gives the following variations: 11 當d2 蓋d8 12 蓋d1 當e8 (12 ... 內b6 13 a4! 內c6 14 內xc6 當xd2 15 內xd2!) 13 內a3 內b6 14 當c2 or 11 內d2 內f4 (11

... b5 12 e4 2 b4 13 e5!) 12 gf 2 xd4 13 2 xd4 wxd4 14 e3 with a clear advantage to White. In fact the desire to move the queen away from the danger file allows Black to consolidate his position.

#### 11 ... **%d8**

There was heated debate over the move 11 ... 2 f4!? In the event of 12 wxf4 Kasparov gives 12 ... e5 13 wh4 ed 14 xdl \$\alpha\$c6 15 e3 **幽g4! 16 幽xg4 <u>a</u>xg4 17f3 <u>a</u>f5 18** ed Mad8 with excellent play for Black. Seemingly, the other capture on f4 would be stronger for White: 12 gf 2xd4 13 2xd4 wxd4 14 ②c3 ②c6 15 翼d1 (possibly stronger would be 15 2d5! e6 16 Mdl mg7 17 De3 Dd4 18 幽d2 望d8 19 由h1) 15 . . . 幽c5 15 並d5 wb6 17 並b5 wa6 18 we3 oe6 19 a4 ¥ad8 and now 20 2d5, 20 d5 or 2e4 with advantage to White.

# 12 보d1 원c6

Nikitin firstly recommended 12... 營e8 13 ②c3 (13 ②a3 ②a6!) 13 ... ②xc3 14 ②xc3 ②c6 15 營e3 ②d7 16 ②b5 (16 置acl! is better) 16 ... ③xc3 17 營xc3 置ac8 with full equality. However, he subsequently discovered the variation 13 ②b5! ③xb2 14 營xb2 營xb5 15 ②c3 營e8 16 ②xd5 ②a6 17 營e5! ③e6 18 ②c7 with clear advantage to White.

### 13 2xc6

It is insufficient to follow a purely technical path in the current situation and therefore it would follow to choose the sharp 13 25! As Nikitin has written, Kasparov was counting on unra-

velling his position with the help of the tactic 13... ②f4 14 虽xd7 ②xe2+15 會f1 ②xc1 16 虽xd8+ ②xd8 17 ②xg7 会xg7 18 ②lc3 ②d3. However he hadn't noticed that after 19 虽d1 ②f5 20 g4! ②b2! 21 虽d2 ②d3+22 会el a6 23 ②a3 虽c8 24 虽xb2 虽xc3 25 会d2 he is losing.

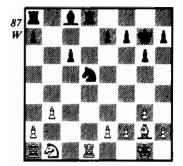
A method was suggested after the game by Jan Timman in which Black could hold his position—13... ② xb2 14 營xb2 營f5! 15 ② lc3 (15 e4 營f6 16 e5 ② xe5 17 ② c3 ② e6 with equality) ② xc3 16 營xc3 營xb5 17 ② xc6! 墨 xd1 + 18 墨 xd1 资b6! 19 ② d7 營d8 20 營d4 營c7 21 ③ xc8 墨 xc8 22 營xa7 營c2.

In any case, after the exchange on c6 White lets slip his lion's share of the advantage.

13 ... **\*\***xc6

White isn't able to utilize the weakness of the c6 pawn, and therefore it would be better to carry on with the development of a piece—14 全c3, in the ending—14 ... 全xc3 15 当xc3 当xc3 16 章xc3 查e6 17 查el White retains a slight advantage.

Dreev and Ehevich advise 16 ©c3! §g4 17 ©xd5 cd 18 \( \) xd5 \( \) xd5 19 \( \) xd5 \( \) d8 20 \( \) c4 \( \) d2 21 f3 \( \) e6, and not here 22 \( \) xe6 fe with equality, as given by Nikitin, but 22 \( \) a6! (22 \( \) b5 \( \) d5! 23 \( \) d3 \( \) a5 and \( \) xb3) 22 ... \( \) d5 23 b4! with winning chances. However, Kasparov provides a



variation that is safe for Black: 16 ... 鱼 a6! 17 ②xd5 cd 18 墨xd5 墨xd5 19 鱼xd5 墨c8 20 会fl e5 21 会e1 f5 22 e3 e4! In any event 16 ②c3 is more accurate, in as far as Black now seizes the initiative.

> 16 ... <u>A</u> g4 17 ★ f1 a5! 18 h3

It would be dangerous to take the c6 pawn: 18 보xc6 의b4 19 보c1 보ac8 20 의c3 보d2.

18 ... <u>\$</u> e6 19 会c3 会xc3 20 異xc3 異d2 21 異xc6 異ad8

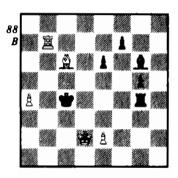
The rook penetrates to the seventh rank, and now despite his extra pawn White must look for equality. The opening and even the middlegame are over, so I will omit a detailed discussion of the remaining part of the game.

22	≝ cc1	<b>≝</b> b2
23	≝ cb1	¥ dd2
24	≝ xb2	≌ xb2
25	<b>⇔</b> e1	<u>≙</u> f5
<b>26</b>	<b>⇔</b> d1	<b>g</b> 5
27	<u> </u>	<b>★</b> f6
28	<u> </u>	e6
29	g4	<u>≙g</u> 6
<b>30</b>	<b>a4</b>	<b>⇔</b> e5
31	<b>≝</b> c1	<b>★</b> d4

#### 32 **△** b5!

White returns the pawn while activating his rook.

32	• • •	≝ xb3
33	<u>≝</u> c4 +	<b>⇔</b> d5
34	≝ c7	¥xh3
35	≝ a7	<b>⇔</b> d4
<b>36</b>	<b>₩</b> d2	重 h2
<b>37</b>	ß	h5
38	<b>≝</b> xa5	hg
39	fg	≝ g2
40	<u> </u>	≝ xg4
41	<b>≝ b5</b>	<b>⇔</b> c4
42	<b>≌ b7</b> (88)	



A critical position. After the transfer of the rook to gl the game will quickly conclude in a draw. Kasparov, having analysed this position deeply, establishes that 42 ... \$\displayset c5 43 \tilde{2} \in 8 \displayset b4 \text{ or } 42 ... f6 give Black chances for victory. Of course, these continuations are stronger than the move in the game, but I think that, all the same, they would not have influenced the result.

42	• • •	≝g1
43	<u> </u>	¥a1
44	<u> </u>	<u> </u>
45	<b>≝</b> xf7	≝ xa4
46	<u>¥</u> g7	<b>≝ a5</b>
47	e3!	¥ a2 -

48	<b>r</b> el	e5
49	≝ xg5	e4
<b>50</b>	≝ g8	<b>⇔d3</b>
51	<b>№ P8</b>	≝ e2 +
<b>52</b>	#fI	<u>≌</u> c2
<b>53</b>	<b>⇔</b> e1	

Drawn.

Brussels 1986		
1	ചദ	<b>∌</b> f6
2	c4	<b>b6</b>
3	g3	<b>c5</b>
4	<u>≟g</u> 2	<u>⊉</u> b7
5	0-0	<b>g6</b>
6	d4	<u> </u>

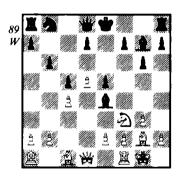
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A rare move; the exchange on d4 is discussed above in detail.

-> e4

₽c3

7



A new move. In the game Korchnoi-Panno (Lucerne 1985) after the natural 9...0-0 and the subsequent 10 皇h3 皇xf3 11 ef e6 12 墨e1! (instead of the formerly tested 12 墨b1) 12...皇d4 13 皇h6 墨e8 14 崇a4 a6 15 f4 墨a7 16 墨ad1 Black had no counterplay whatever. The game con-

tinued for all of ten moves: 16... b5 17 cb 当b6 18 de de 19 ba 虽d8 20 f5! 虽xa6 21 当c4 e5 22 皇g5 虽f8 23 皇e7 虽e8 24 f6 当xb2 25 虽e2 当b6 26 当c1 去h8 27 当h6 Black resigned. On 27 ... 量g8 there follows the standard combination: 虽e4, 当xh7+ and 量h4 mate.

10	<b>₩b3</b>	0-0
11	<b>≙h</b> 3	≙xß
12	₩xß	f5
13	e4	f4

13... \(\subseteq f6\) is more solid, maintaining the tension in the centre.

On 15... 2d7 I had prepared 16 \(\text{ \text{\tint{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\tint{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\text{\ti}\text{\texi}\text{\text{\text{\text{\texi{\text{\texi{\texi{\texi\texi{\text{\ti}\tint{\texiex{\texit{\texi{\text{\texi{\texi{\texi{\texi{\texi{\texi{\tex

Possibly more accurate would be 17  $\cong$  adl  $\Leftrightarrow$ g7 18  $\triangleq$  el with the transfer of the rook:  $\cong$  dl-d3-b3.

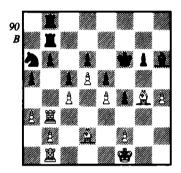
The immediate 19 a el deserves attention.

20 ... Laf7 doesn't ease the situation: 21 Le6 Lef6 22 Lc3.

#### 21 **₩xe8**

Although the victory is still far away, White's advantage in the endgame is unquestionable: the advantage of the bishop pair is bound to tell eventually.

21		**0
<b>41</b>	• • •	≝ xe8
22	<u>മ</u> d2	<b>226</b>
23	<b>≝</b> b1	<b>≝ f8</b>
24	<b>≝ c3</b>	<b>⇔</b> g7
25	<u> </u>	≝ af7
<b>26</b>	<b>≝ h3</b>	<b>≝ b8</b>
27	<u> </u>	h5
28	h4	<u> </u>
29	g4	hg
<b>30</b>	<u></u> 2 xg4	<b>★</b> f6
31	#fl	<u>ዟ</u> fb7
32	<b>e</b> el (90)	



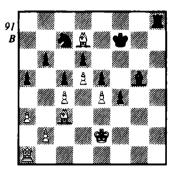
The king must make his way carefully: on 32 ★e2 the bishop is prevented from retreating to e2, when possible is 32...a4 33 \(\mathbb{L}\) h3 c5 \(\mathbb{L}\) c5 with counterplay for Black.

32		<u>5</u> 18
<b>33</b>	<b>≝ h3</b>	≝ h7
34	<b>⇔</b> e2	<u> </u>
35	h5	gh
<b>36</b>	¥ xb5	<b>≝</b> xh5
<b>37</b>	<u> </u>	≝g8
<b>38</b>	<u> </u>	_

Not bad either is 38 \( \mathbb{\text{\tinx{\text{\ti}\text{\texi}\text{\text{\text{\text{\text{\text{\text{\texi}\text{\text{\text{\text{\text{\texi}\text{\texi{\texi{\text{\texi}\tiint{\text{\texi}\text{\texi}\text{\text{\text{\text{\text{\text{\texi}\tex

<b>38</b>	• • •	<b>≝</b> h8
<b>39</b>	<u> </u>	නු <b>c</b> 7
<b>40</b>	<u> </u>	<b>#17</b>
41	≝a1	

White finally prepares for the advance of his b-pawn.



The march of the knight's pawn is prepared, although strangely it is not moved before the end of the (which continues for game another 60 moves!). Having thought a little, I decided after all to refrain from the further simplifications: 42 b4 ab 43 ab \( \mathbb{\ ... f3+ 44 md3 2 xd2 45 mxd2 \(\mathbb{A}\) a8 46 \(\mathbb{A}\) xa8 \(\alpha\) xa8 47 b5! etc.) 44 \(\mathbb{\text{xa8}}\) \(\omega \text{xa8}\) \(\omega \text{xa8}\) 45 bc f3+ (both 45 ... bc 46 ≜ xa5, and 45 ... dc 46 d6 are losing) 46 ded3 2 xd2 42 ★xd2 bc on which it would not be possible to win the ending.

		_
42	• • •	<b>⇔</b> e7
43	<u> </u>	<u> </u>
44	₩ d1	≝ a8
45	<b>#d3</b>	<b>≝ h8</b>
46	<u> </u>	≝ a8
47	≙d2	≝ h8
48	≝c1	¥ a8
49	<b>≝</b> c3	<u>₩</u> h8
50	<b>≝ h3</b>	-2a8
51	<b>⇔</b> e2	<u> </u>
52	<u> </u>	選 h1
53	<u> </u>	<u>a</u> h4
54	<u>a</u> d2	¥ h2

	55	2	el		翼力	1		
	<b>56</b>	<u> </u>	<b>b7</b>		Эc	7		
	<b>57</b>	1	<b>6</b>		₩d	8		
	<b>58</b>	2	12					
58	¥x	b6?	wc	uld	be	a	mi	s-
ke-	-58 .	f	3+	59	<b>#</b> d2	₫	g5-	+
	J1 A						_	

ta 60 **★dl ≜**e3!

> 58 . . . ¥ h2 59 **2** e1

Now is the time for the pawn capture, which would lead to a simple win: 59 \( \mathbb{X} \) xb6 \( \mathbb{X} \) xf2 + 60 sobd3 ≝f3+ 61 sobc2 ≝h3 62 a xa5 f3 63 \ b7! f2 64 \ xc7. and it is all over. The desire to win with everything in hand cost me another 45 moves!

<b>59</b>	• • •	<u>ሄ</u> ከ1
60	<u> </u>	<b>⊕</b> c8
61	<u> </u>	<u>¥</u> h2
62	<b>≝</b> xb6	별 xf2 +
<b>63</b>	<b>⇔</b> d3	<u>¥</u> 13+
64	⇔c2	별 g3!
65	¥ xd6	เร

The f-pawn, Black's only hope, will soon become a queen. However, his blockade is destroyed, and this, perhaps, is more important.

66	<b>≝ h6</b>	12
67	<b>≝ h8</b> +	<b>⇔</b> b7
68	<b>2</b> c6+	<b>#26</b>
69	<b>E</b> 18	≝ g8!

Putting up stubborn resistance. In the event of 69 ... \(\mathbb{g}\)1 70 鱼xe5 fl(幽) 71 星xfl 星xfl 72 △xc7 the win is quite simple. Now, as the problemists say, Black begins a perpetual attack on the White rook, and succeeds in diverting it from the f-file.

<b>70</b>	異ß	<b>≝ g3</b>
71	¥ f5	₩ g5

72	<b>≝ 17</b>	≝ g7
<b>73</b>	量は	≝ g3
74	≝ f5	≝ g5
<b>75</b>	<u>u</u> 18	≝ g8
<b>76</b>	<u>¥</u> 17	≝ g7
77	¥ xo7	_

Black, by displaying persistence, achieves his aim. Now the material balance is sharply changed, and the battle flares up with renewed vigour.

Regrettably for Black, he fails to deploy his new queen correctly. After 78 ... we2+ he would obtain drawing chances, for example: 79 ★ b3 a4+ 80 △ xa4 (if 80 to xa4, then not 80 . . . wxc4 +? 81 b4 \(\psi xc3\)? 82 b5+ \(\phi b6\) 83 ■b7 mate, but 80 ... 幽c2+ 81 b3 幽xc3) 80 ... 幽dl + 81 由a2 with counterplay; 79 sb1 sf1+ (79 ... 對xe4+ 80 由a1) 80 由a2 w/xc4+ 81 shal w/fl+ with a draw.

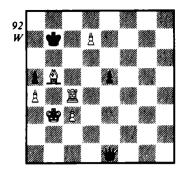
#### 79 **a4!**

The Black king is in a net, so the number of pawns on the board is of no consequence.

White reminds his opponent that he too has a passed pawn.

110 00	ne too nas a passea pawn.		
81	• • •	₩h4	
82	<u> </u>	<b>★</b> b6	
83	<b>≝ c6</b> +	<b>⇔</b> b7	
84	d7	<u> </u>	
85	bc	<b>c4</b> +	
86	≝ xc4	<b>₩el</b> (92)	
_	_		

Threatening perpetual check on



the squares al and bl. If the rook moves, for example, to c8, the white king would have no way of escape. It seems that Black has achieved his goal, but all is decided quite unusually, as in a study.

87 d8(②)+!!
The following is forced.

<b>87</b>	•••	<b>#a</b> 7
88	<u>¥</u> c7 +	<b>⇔</b> b8
89	<u>¥</u> d7	<b>₩</b> b1+
90	<b>⇔</b> c4	<b>₩f1</b> +
91	<b>⇔</b> d5	<b>₩</b> 13+
92	<b>⇔</b> d6	<b>₩18</b> +
93	<b>⇔</b> e6	<b>₩h6</b> +
94	<b>⇔</b> xe5	<b>≝e3</b> +
95	🛊 d6	<b>≝f4</b> +
96	<b>⇔</b> c5	<b>₩e3</b> +
97	<b>⇔</b> c4	<b>⇔</b> c8
98	୬17	<b>₩e4</b> +

99	<b>⊕</b> ¢5	<b>≝e3</b> +
100	<b>⇔</b> c6	<b>₩xc3</b> +
101	<b>⇔</b> b6	<b>⊯e3</b> +
102	<b>#</b> a6	<b>₩e6</b> +
103	⇔d6+	_

The White king isn't only escaping from the pursing queen, but is also playing an active part in the netting of the enemy monarch.

A rare duration for a game—more than 100 moves. More surprising is the fact that this was exceeded in the very same tournament: the game Romanishin—Torre continued in all for almost 12 hours and concluded in a draw after 121 moves.

# 5 The Catalan Opening

# Bareev-Lalic

Sochi 1987

Judging by the recent World Championship matches, the Catalan Opening is none too popular at present: two quick draws in the first match, and one in the return match. Nevertheless, Catalan theory has made significant advances in recent years, and some important aspects of its modern application will be reflected in the given notes.

1	d4	∂16
2	c4	<b>e6</b>
3	නු 13	d5
4	g3	dc
5	<u> </u>	<u> </u>
6	0-0	0-0

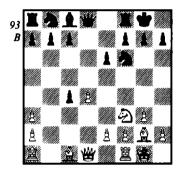
The capture on c4 is Black's usual reaction. His opponent must spend time in recouping the pawn, while Black makes use of this by conveniently developing his pieces. The attempt to maintain the tension in the centre by foregoing the exchange on c4 more often than not leads to bigger problems. Here is a recent example from one of my own games.

Karpov-Sokolov (Brussels 1988): 1 c4 內f6 2 內c3 e6 3 內f3 d5 4 d4 鱼e7 5 g3 0-0 6 鱼g2 內bd7 7 歐d3 c5 8 cd 內xd5 9 0-0 內b4 10 歐b1 內f6 11 dc 鱼xc5 12 鱼g5 內bd5 13 內xd5 ed 14 歐c2 鱼b6 15 墨ad1 h6 16 鱼f4 墨e8 17 鱼e5

鱼g4 18 鱼d4 鱼c8 19 凿d3 鱼xf3 20 鱼xf3 鱼xd4 21 凿xd4. White has a classical advantage based on his opponent's isolated d-pawn.

#### 7 当c2

The crooked move 7 ≥a3 has many adherents, after which White doesn't attempt to recoup the pawn: 7... a xa3 8 ba (93).



Black has a choice between 8 ... 鱼d7, 8 ... 鱼c6 and 8 ... b5.
(a) 8 ... 鱼d7 9 色e5 鱼c6 10 全xc6 全xc6 11 鱼b2 包d5 12 星c1
(on 12 星 b1 possible are 12 ... b5, 12 ... 包b6 and even 12 ... f5) 12 ... 包b6 13 e3. Sharper is 13 e4 色e7 14 營c2 營d7 15 鱼a1 星ad8?
(15 ... f5 is better) 16 營c3 f6 17 星cd1 brought White a small advantage in the game Illescas—Kosashvili (Holon 1987).

13... 對d6 14 對c2. This looks more logical than 14 對g4 f6 15 其c2 ②a4! 16 對h5 f5 17 對f3 ②e7! 18 對e2 b5! 19 鱼xa8 異xa8, and Black has the makings of an excellent game (Romanishin—Razuvayev, USSR Championship 1983). 14 ... 異ab8 15 異fdl 全e7 16 異bl f5 17 全c3 星f7 18 全b4 雲d7 19 全fl 全ed5 20 全c5 異a8 21 星dcl 全f6 22 a4! Black's fortifications on the queenside crumble away (Donchenko-Gavrilov, Moscow 1987).

(b) 8 ... 全 6 9 章 b2 全 d5. A novelty. After 9 ... 量 b8 10 全 c2 b5 11 量 ad1 White has a strong initiative for the sacrificed pawn (Glek-Klovans, Tashkent 1987).

10 當c2 △ b6 11 單ad1 △ d7 12 e4 △ e7 13 單d2 f6 14 單el 當e8. Of course, the two bishops and the mighty pawn centre give White a highly attractive position, though he is also obliged to find here someone who is willing to play as Black. There is, after all, a stubborn blockade and an extra pawn. 15 △ h4 △ g6! 16 △ xg6 灣 xg6 17 f4 with mutual chances (Krasenkov-Nikolenko, Moscow 1987).

(c) 8... b5 9 a4! a6 10 章a3 Me8 11 ②e5 ②d5 12 e4 ②f6. In the game Kuzmin-Anand (Frunze 1987) White played here the quite interesting: 13 ②xf7!? ★xf7 14 e5 ②d5 15 對h5+ ★g8 16 ②e4 g6 17 ②xg6 Me7 18 ③xe7 對xe7 19 ②e4 ②c6 20 f4 對f7, and here the unfortunate exchange of queens gave the initiative to Black. However, after the correct 21 ③xh7+ ★g7 22 對h4 對e7 23 對h3 White retains the advantage.

I don't think that the thrust 7 ≥e5 is dangerous for Black. In a recent game Gelfand-Huzman (Norilsk 1987) after 7... ≥c6!? 8 ≥xc6 bc 9 ≥xc6 we8 10 ≥xe7+ wxe7 11 wa4 c5 (11 ... e5 12 de wxe5 13 wxc4 ae6 14 wd3 ad8 15 we3 wh5 16 f3 置fe8 17 wg5 wh3 18 wc5! with clear advantage to White; Gelfand—Timoshchenko, Sverdlovsk 1987) 12 wxc4 cd 13 wxd4 e5 14 wh4 ab8 15 b3 ad8 16 ag5 ad4 17 axf6 wxf6 18 wxf6 gf 19 ae1 White obtained the advantage. However, Grandmaster Kholmov suggests that after 17 ... gf 18 wh6 ab6 19 ≥c3 f5 the position is not so clear.

#### 7 ... a6 8 ₩xc4

Black's counterplay consists of the standard ... b5, so therefore White sometimes plays 8 a4 before recapturing the pawn. This move was encountered in Kasparov-Karpov, m(22) 1984/5. It doesn't go on for very long. 8... 2 d7 9 ₩xc4 2 c6 10 2 g5 a5 11 න c3 න a6 12 ≧ac1 ₩d6 13 නe5 worthy of consideration) 15 2 xf6 gf 16 2 f3 14 fd8 17 14 fd1 (here after 17 e4 wb4 18 we2 White maintains the initiative, but of course this game occurred in our peaceful period) 17 ... wb4 18 ₩a2 ¤d7 19 e3 ¤ad8 20 ¤c2 Draw agreed.

In the deciding eighth game of the Candidates match Korchnoi-Hjartarsson (St John 1988) White played 10 2f4 (instead of 10 2g5). Subsequently Korchnoi manoeuvred unsuccessfully and after 10 ... a5 11 2c3 2a6 12 2ae1 2b4 13 e4 2d7 14 2al 2d6 15 2e3 2c2 16 2g5 2b6

17 續d3 全b4 18 變e2 變e8 19 b3 f5 20 異acl h6 21 查e3 變h5 White's position began to crumble.

Instead of 8... 2d7, 8... 2c6 doesn't look bad. Here is what developed in the game Dlugy-Speelman (London 1986): 9 wxc4 wd5 10 wd3 & d8 11 2c3 wh5 12 wc4 2d7 (an innovation; 12... 2d5 was played previously) 13 2g5 2e8 14 e3 & ac8 15 2xf6 2xf6 16 2e4 2e7 17 & fc1 a5 18 h3 h6 19 2c5 2xc5 20 wxc5 xxc5 21 & xc5 b6 22 & c4 2b4 23 b3 \$18 24 & ac1 2a2 25 & 1c2 Draw agreed.

In addition, 8 a4 is sometimes replaced by another unusual move, 8 ≥ bd2. Now possible is 8...b5 9 ≥ g5 with a further 9... c6 or 9... ≧ a7, and, as practice shows, Black's position is reasonably sound.

This move was also played in my first Catalan with Kasparov (Kasparov-Karpov, m(8) 1984/5). In the return match my opponent continued 10 25 (the move 10 54 is perhaps less dangerous

for Black). Before we look at the text of this short game I will mention an important psychological mistake. which I made before its start. The fact is that the game was played at the culminating moment of the match: having just scored three wins in succession. I had succeeded in levelling the score. Kasparov was certainly in a state of shock and it would follow for me to endeavour, to press forward and continue the winning sequence. Instead of this I did quite the opposite and took a time-out, with the break allowing my antagonist to compose himself and to prepare his forces for the impending finish.

Kasparov-Karpov, m(20) 1986: 10 **2g5 ≥bd7**. This move isn't bad when fighting for a draw, but it can be counted as a marked psychological error. It would possibly be better to choose the sharper 10 ... 2c6. 11 2xf6. Deflecting one of the pieces from the control of c5, at the same time impeding the thematic advance ... c5. On 11 2bd2 Kasparov recommends 11 . . . c5 12 a xf6 gf, not being afraid of the loosening: 13 2e5 fe 14 axb7 \bar{2} b8 15 ae4 f5 16 ♠ g2 cd. But in the game Rogers-Geller (Vrsac 1987) Black obtained good play, avoiding doubled pawns: 11 ... 異c8 12 1 xf6 2xf6 13 2b3 c5! 14 dc a5! (stronger than 14 . . . ad5, which leads to the text game) 15 \( \mathbb{H} \) fd1 wc7 16 wd3 (Geller recommends 16 c6 1xc6 17 2fd4 1xg2 18 当xc7 ≦xc7 19 会xg2 a4 20 ≥b5

¤c2 21 ♠3d4 ¤xb2 22 ¤dbl with equality) 16 ... a4 17 2bd4 axc5, and Black gains the initiative. 11 . . . . ♠ xf6 12 ♠ bd2 \( \text{L} \) c8 13 ≥b3. In this position 13 ... 2 e4 is frequently encountered. I also played it in a game with Andersson (Moscow 1981): 14 \(\psi\)c3 \(\pri\)d5 15 wcl c5 16 Axc5 wb6 17 wd2 axc5 18 dc xxc5 19 xfcl xfc8 with a quick draw. In the game Larsen-Tal, Danier 1985, White was able to improve: 15 \d2 c5 16 €xc5 2 xc5 17 dc \ xc5 18 Hacl Hxcl 19 Hxcl 与f6 20 ₩xd8 \ xd8 21 \ 2e5 \ 2xg2 22 mag with better prospects for White. Therefore an improvement for Black must be found. 13 ... c5! It turns out that this thematic advance can be carried out at once. 14 dc 2d5 15 ¼fd1 2xb3 16 wxb3 wc7 17 a4 wxc5 18 ab ab 19 20d4 b4 20 e3 14 fd8 21 14 d2 **₩b6** Draw agreed.

It must be pointed out that the more energetic continuation 15 全el (instead of 15 宣fdl) was demonstrated by White in the game Kuzman—Timoshchenko—15... 全xb3 16 当xb3 全xc5 17 全d3 当b6 18 a4 全d6 19 ab ab 20 当a2 互b8 21 宣fcl 宣fc8 22 互xc8 互xc8 23 当a6 当xa6 24 互xa6, with a significant advantage for White.

#### 10 ... **2 e4**

He would stand to gain if he could conveniently drive the queen away. 10 ... \( \tilde{2} \)c6 would hardly be a success, for example: 11 e3 \( \tilde{2} \)b4 12 \( \tilde{2} \)xb4 \( \tilde{2} \)xb4 13 a3 (13 \( \tilde{2} \)bd2 c5) 13 ... \( \tilde{2} \)d6 14

≥bd2 we7 15 e4 e5 16 ≥h4 g6 17 f4 with a dangerous initiative for White.

#### 11 **₩cl** 2 b7

A somewhat unexpected retreat. I initially used it against Kasparov in our very first Catalan. This manoeuvre is fully acceptable from a theoretical standpoint. Black is prepared to repeat moves, seeing as White must prove his superiority. But on the other hand, if Black wishes to try for more and doesn't want a quick draw, then it would follow to continue with 11 ... \(\mathbb{L}\)a7 or 11 ... \(\varphi\)bd7.

The move 11 ... 量a7!? was first used in practice by my trainer Igor Zaitzev: 12 量dl ②bd7 13 ②a5 尝a8 14 ②c3 ②b7 15 a4 (15 ③xc7 量c8 and 16 ... b4) 15 ... b4 16 ②a2 c5 17 b3 (17 dc ②xc5 18 ②xb4 ②b3 19 尝e3 ②xal 20 ③xe7 ②d5!) 17 ... 量c8 (17 ... ③d5 is also good) 18 尝b2 cd 19 尝xd4 量c2! 20 尝d3 ②e4 21 ②d4 墨xa2 22 ③xe4 ③xe4 23 墨xa2 ②e5 24 尝e3 ②g4 with advantage to Black (Azmaiparashvili—Zaitzev, Moscow 1986).

And here are a few examples in which the knight move is played.

Alburt-Morovic (New York 1987): 11 ... 2bd7 12 2a5 & c8 13 a4. Quite harmless for Black would be 13 2bd2 2a8 14 & e1 #e8 15 b4 2e4 16 2xe4 2xe4 17 #f4 f5 18 & ac1 2d6 19 2e5 2xg2 20 & xg2 2f6 21 #f3 2d5 21 a3 Draw agreed (Polugayevsky-Geller, Moscow 1985).

13 ... ba (seemingly more ac-

curate than 13 ... b4 or 13 ... 2d6, as played earlier) 14 2c3 2a8 15 2xa4 we8 16 b4 2b6 17 2c5 wb5 18 wel 2c4 19 e4 2xe5, and chances are even.

Suba-Morovic (Dubai 1986).

13 ②bd2 ②a8 14 図d1 圖e8 (in Suba's opinion, 14 ... ②d6 is better, 15 b4 圖e7 16 圖b2 e5 17 e3 with unclear play) 15 b4 ②d6 16 圖c2 e5 17 ②xe5 ②xg2 18 每xg2 (18 ②xd7? ②xd7 19 每xg2 圖xe2) 18 ... ③xe5 19 de 圖xe5 with a complicated struggle.

#### 12 **2** f4

In the stem game Kasparov-Karpov m(8) 1984/5 White moved his bishop to a different square—12 鱼e3—and after 12... ②d5 13 ②c3 ②bd7 14 当fd1 当c8 15 ②xd5 鱼xd5 16 ②e1 c6 17 ②d3 当b6 18 当c3 b4 19 当d2 a5 20 当dc1 a draw was agreed.

The game Suba-Morovic (Tunis 1985) is interesting, where White played the new move 12 量d1. After 12... 當c8 13 鱼a5 c5 14 dc 當xc5 15 ②bd2 ②bd7 16 ②b3 當xc1 17 量axc1 量fc8 18 鱼c7 鱼d5 19 ②fd4 鱼xg2 20 会xg2 ②d5. From this apparently equal position there followed 21 e4! ②xc7 (21 ... 星xc7 22 ed 星xc1 23 星xc1 ed 24 星c7) 22 ②c6 鱼g5 23 f4 ②b8 24 fg ②xc6 25 星xc6, and White obtained a big advantage.

Black's 18th move is inaccurate. 18 ... \$18 is preferable, as was played in the game Chernin-Gurevich (Vilnius 1985). After 19 \$265 \( \text{2} xg2 \) 20 \$\times xd7 + \$\times xd7 \) 21 \$\times xg2 \( (21 \) \$\times xd7 \( \times \) d5! \) 21 ...

**★e8 22** ②a5 ②c5 25 ②d6 ②xd6 26 異xd6 ②a4! 27 異xc8+ 異xc8 28 b3 ②c3 29 **★**f3 ②xa2 30 異xa6 異c3+ 31 **★g2** Draw agreed.

Instead of 13...c5, 13...全c6 could be tried, but 13... 鱼d6! is possibly even stronger. This novelty was used in the game Pigusov—Aseev (Sebastopol 1986). After 14 色bd2 全c6 15 色b3 全xa5 16 全xa5 鱼d5 17 全c6 a5 18 全fe5 量a6 19 鱼xd5 ed 20 偿c2 偿h3 21 偿b3 (21 量ac1? loses, 21... 量xc6 22 偿xc6 鱼xe5 23 de 全g4) 21...a4 22 偿f3 全e4 there arises a sharp position in which Black's chances are no worse.

The move 12 <u>a</u>f4—White is prepared to part with this bishop-was first used in the game Vaganian-Andersson (Leningrad 1987), which subsequently went 12... 2d5 13 2c3 2xf4 14 ₩xf4 c5 15 dc 2xc5 16 \( fd \) \( b6 17 \) ≥e5 Ma7 18 Macl 2xg2 19 **★**xg2 **△**d6 20 e3 (20 **△**e4? **△**c7!). Here in the event of 20 . . . 2 c7 21 we4 f5 22 wd4 wxd4 23 ed 量d8 24 De2 1xe5 25 de 1xdl 26 axdl White, in Vaganian's opinion, maintains only a minimal advantage. Andersson now replied 20 ... h6? (20 ... f6 21 \$\infty\$c4!) and 21 Ae4 ac7 22 Ac5 ad6 23 ₩d4 led to a big advantage for his opponent. 23 . . . <u>©</u> xe5 24 w/xe5 ≝e8 25 ≝d6 尝c7 26 ≥b3 尝b7+ 27 會gl 單c8 28 幽d4 星xcl+ 29 axcl ad7 30 ad3 wc7 31 h4 a5 32 a3 \ b7 33 \ a6, and White won.

Seeing as the result was only

achieved on account of Black's inaccurate 20th move. Vaganian proposed for White the stronger continuation 18 ≜xb7! This was tested in the game Polugavevsky-Andersson (Heninge 1988), which Ae4 2e7 20 Macl f6 21 Ad3 ②d7 22 ¥13 ★h8 23 b4 월c7 24 월xc7 對xc7 25 월cl 對b8 26 Sec5 Sxc5 27 bc! White has a dangerous passed pawn, with good winning chances; although he subsequently played inaccurately and the game concluded in a draw.

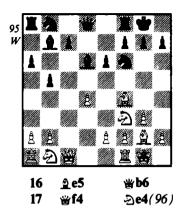
In the game Kaidanov-Rosentalis (Lvov 1987) Black played the different 14... 白d7 (instead of 14... c5), but he wasn't able to equalize: 15 單fdl 鱼d6 16 樂e3 樂e7 17 白e4 鱼d5 18 里acl 白b6 19 b3 a5 20 樂d3 b4 21 白eg5 f5 22 e4 fe 23 白xe4 里ad8 24 里el. Black's position is extremely unpleasant.

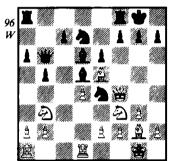
After so many diversions, we will conclude, finally, the discussion of the initial game. The fact is that in it Black (despite in a sense, the omission of recent examples!) succeeds in showing that his position is fully viable. A novelty was used even earlier: instead of 12... 2d5 there followed...

12 ... <u>♠</u> d6!(95)

As the knight on f6 controls the centre, there is no point in losing a tempo in order to exchange it for the bishop on f4.

13	∌bd2	<b>⊘bd</b> 7
14	∌b3	<u> </u>
15	14 d 1	<b>₩b8!</b>





By transferring the queen to an active position, Black obtains fine chances. Now White must take care that his position doesn't deteriorate, as 18 2e1 loses to 18 ... 2 xe5 19 de f5.

18 <u>2</u> xd6 cd 19 2e1 2ef6

19 ... f5 may be a way of striving for the initiative.

20 e4 e5 21 坐e3 鱼b7

The exchange on b3 would be the simplest way of all to achieve equality.

22 <u>H</u> d3 <u>H</u> ac8

It would follow to put this rook on the edge of the board, in order to support the advance of the apawn. Correct is 22 ... 

fc8 23

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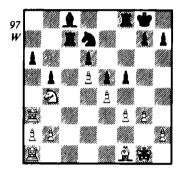
d5 a5. Now White succeeds in capitalizing on his opponent's weakened queenside and creates decisive pressure.

	23	u.s	200
	24	∂xc5	<b>≝xc5</b>
	25	ß	<b>≝</b> c7
25	a	5 is more so	olid.
	26	<b>⊯xc5</b>	<b>≝</b> xc5
	27	<b>≝ b3</b>	<b>≙</b> c8
	28	න <b>d3</b>	≝ c4
	29	<u> </u>	න <b>d7</b>
	<b>30</b>	<b>ව</b> b4	월 c7

₩ a3

f5(97)

31



After 31 ...  $\triangle$ c5 32 \( \text{Lc1}, \) with a subsequent  $\triangle$ d3, Black would be in a bind. His counterplay on the kingside comes to nothing: Black will lose his a6 pawn and with it the game. This is why his rook would have been useful on a8.

32	ef	翼 xf5
33	<b>∂xa6</b>	🚊 xa6
34	<b>≝</b> xa6	<b>≝</b> xf3
35	<u> </u>	∌f6
36	<b>≝</b> c6	<b>≝</b> b7
37	<b>a4</b>	<b>≝ b3</b>
38	<b>≝</b> xd6	≝ xb2
39	<b>≝ e6</b>	e4
40	គី U	<b>≝</b> c7
41	<b>≝</b> c6	<b>≝ b7</b>
Black r	esigned.	

# 6 Réti's Opening

# Kasparov-Karpov Game 24, World Championship 4 Seville 1987

Before the concluding game of the contest in Seville, Kasparov turned out to be in almost the same situation as I was before the 23rd. Just one win would be enough for him, and he was able to achieve it. It must be acknowledged that, as regards creative considerations, these two contests are not comparable. In the 24th, to my mind, both played rather weakly, although of course the quality was determined by the match situation. We had no specific ideas, mistakes were made, and finally time-trouble was my undoing-after the tense play of the 23rd game I could in no way concentrate. In spite of the unfortunate collection of circumstances in this game, if I had made the correct 33rd move I may yet have regained the chess Crown. But, alas, fortune was yet again to smile on my opponent.

1	c4	<b>e6</b>
2	213	∌f6
3	g3	<b>d5</b>
4	<b>b3</b>	<u> </u>
5	<u>≙</u> g2	0-0
6	0-0	<b>b6</b>
7	<u> </u> b2	<u>_</u> 2b7
8	e3	<b>∌bd7</b>
9	<u>එ</u> c3	-∂e4

#### 10 ≥e2

10 cd, 10 we2 and 10 wc2 are also encountered here. The knight move is good only in that it temporarily prevents simplifications.

10	• • •	<b>a</b> 5
11	d3	<u> </u>
12	<b>⊯c2</b>	<u> </u>
13	₩xb2	<b>∌d6</b>
14	cd	<u>⊉</u> xd5
15	d4	c5
16	별 fd 1	<b>≝</b> c8
17	∂f4	🙎 xf3
18	<u> </u>	<b>⊯e7</b>
19	<b>≝</b> ac1	<u>₩</u> fd8
20	dc	-∂xc5
21	<b>b4</b>	ab
22	₩xb4	<b>₩a7</b>
23	<b>a</b> 3	නු <b>f</b> 5

It would be easier to level the position after 23 ... 20e8.

24	≝ bl	≝ xdl +
25	¥ xd1	<b>⊯c7</b>
<b>26</b>	<b>∌d3</b>	h6

By advancing the neighbouring g-pawn one square, Black would be able to construct a more solid defence.

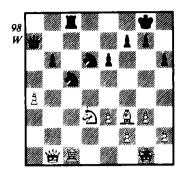
# 27 ≝c1 ≥e7

The immediate 27 ... 2d6 would be more precise. The knight will occupy this square with the loss of two tempi.

28	<b>₩b5</b>	<b>∌</b> 15
29	<b>a4</b>	<b>∌d6</b>
30	₩b1	<b>⊯a7</b> (98)

And now more solid is 30 ...

31 2e5 2xa4?



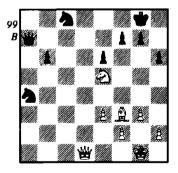
A typical slip in time trouble, it would be better to return the knight to f5. A sharp game arises after capturing on a4 with the queen. Grandmaster Makarichev contends that in this event Black obtains a fully satisfactory game (of course, with time available!). Here are the main variations provided by him.

31 ... 資本24 32 資本25 資本3 33 量付 ②ce4! Weaker is 33 ... ②de4 34 ②h5! g6 35 ②xg6 fg 36 量付8+ 每g7 37 基 xc8 省 al + 38 每g2 資 xe5 39 省 c7+ 省 xc7 40 基 xc7+ 每f6 41 f3 ②a6 42 量 h7 and 43 基 xh6 with winning chances for White.

34 5 xe4. In response to 34 >xf7. Black can defend with 34 ... 窗a2! 35 量fl 量cl! 36 axe4 ₩b8+ **★**xf7! (36 37 **2** xe4 wxf2+ 39 由hl gh 40 以c7+ **★g6 41 当g8+ ★f5 42 当h7+ ★**e5! or 42 **½**c5+ e5!) 36 ...  $(38 \ge xh6 + ? - 38 \dots \implies h7! 39$ ②g4 ②d2+!! 40 由g2 当c4! 41 \$\dagger h3? \dagger f1 + 42 \dagger h4 \alpha f3 + 43 ★h5 g6 mate!) 38 ... ★h7! 39

34 ... ②xe4 35 当b7 ②d6 36 量xd6 量cl + 37 需g2 当xd6 38 当xf7 + 由h7 39 当g6+ 由g8 40 ②f7 当c7 41 ②xh6+ 由f8 42 ②g4 当f7! and 43 ... 当f5. The most likely result in this position is a draw.

The deciding game of a World Championship match always attracts great attention. And, of course, it's not out of the question that in the future there will emerge new analyses that will define the current variations more precisely.

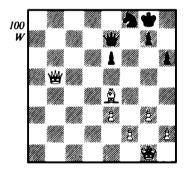


After the game it became apparent that White would have achieved more by continuing now with 33 2 h5 or 33 455, but this provocative queen manoeuvre is quite lame. By replying 33 ... 2c5! from the diagram position, I would have eliminated all

dangers, while remaining a pawn up: 34 幽d8+ 会h7 35 幽xc8 幽al + and 36 ... 幽xe5. True, Kasparov gives a variation which shows that in this case the game would have to end peacefully: 35 会2! f6! 36 全6 幽d7 37 幽xd7 全xd7 38 全d8 全c5 39 全xe6 全xe6 40 全g4 etc.

If I had even a minute at my disposal, I would have undoubtedly found the move ...  $\geq c5$ . This fatal omission had a vital influence on the development of chess history ....

33		∂e7?
34	<b>₩q8</b> +	⇔h7
35	∌xf7	නු <b>g</b> 6
<b>36</b>	<b>₩e8</b>	<b>≝</b> e7
<b>37</b>	₩xa4	wxf7
<b>38</b>	<u> </u>	r#g8
<b>39</b>	<b>₩b5</b>	≥18
40	<b>₩xb6</b>	<b>₩f6</b>
41	<b>₩</b> b5	<b>≝e7</b> (100)



The game was adjourned in this difficult (for Black) situation. The kingside pawns must advance, so we examined the two possible configurations: on the light squares (g6, h5) and on the dark squares (h6, g5). The second of these may provide more resis-

tance, although, objectively speaking, White must prevail. I then chose the first variation, and my opponent efficiently realized his advantage.

42	<b>⇔</b> g2	<b>g6</b>
43	<b>₩a</b> 5	<b>≝g</b> 7
44	<b>జ</b> ుద	<b>₩17</b>
45	b4	h5
46	<b>₩с</b> б	<b>⊯e7</b>
47	<u>≙</u> d3	<b>₩17</b>
48	<b>₩d6</b>	<b>⇔</b> g7
49	e4	<b>⇔</b> g8
<b>50</b>	<b>2</b> c4	<b>⇔</b> g7
51	<b>₩e5</b> +	₩g8

Here, perhaps, lies the answer, that in this match, and in the final contest particularly, the analysis of adjourned positions by our team was patently weak. Why did I opt for the pawn configuration g6, h5? The fact is, the exchange of queens with this pawn structure (for example: 51 ... \(\pi\) f6 52 adjudged to be safe for Black. However, during play, I discovered that it was impossible to save the ending: 53 f4 e5 54 # f3 the White king sets out for the queenside. In such a way, by placing my g- and h-pawns on light squares, I had already resigned myself to the unfortunate outcome of the game.

52	₩d6	æg7
<b>53</b>	<b>≙</b> b5	<b>⊕</b> g8
54	<b>≙</b> c6	<b>₩a</b> 7
<b>55</b>	<b>₩</b> b4	<b>₩c7</b>
<b>56</b>	<b>₩b7</b>	₩48
<b>57</b>	e5	₩a5
58	<b>∂ eR</b>	<u>.</u> چمنان

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<b>59</b>	<b>当17</b> +	<b>⇔h8</b>
60	<u> </u>	<b>₩d5</b> +
61	<b>⇔</b> h2	<b>₩c</b> 5
62	<u> </u>	<b>₩c8</b>
63	<u> </u>	<b>₩c5</b>
64	<b>⇔</b> g2	

Black is in zugzwang, and the calculations for stalemate don't work out: 64 ... 当b4 65 皇f3 当c5 66 鱼e4 当b4 67 鱼xg6?

≥xg6 68 wxg6 wb7+ 69 sh2 wg2+! But White plays 67 f3, and only then captures the gpawn: 67... wd2+ 68 sh3 wb4 69 ≥xg6 ≥xg6 70 wxg6 wxh4+ 71 shg2! That is why White's 64th move stands as the last of our fourth contest.

**Black resigned**. The score was levelled. The match was over.

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# Index of Openings

As this book is not a study of the whole of any particular opening, only the major variations dealt with are listed in this index. Transpositions and other variations are dealt with in the text, and the reader is recommended to study all of the games in each section, rather than considering each game in isolation.

```
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1 d4 d5 2 c4
  (a) 2 ... e6 3 分c3
    (al) 3 ... Af6 1
    (a2) 3 ... c5 4 cd
      (a21) 4 ... ed 40
      (a22) 4 ... 2xd5 48
    (a3) 3 . . . <u>△</u>e7 54
  (b) 2 ... Ac6 61
Queen's Gambit Accepted
1 d4 d5 2 c4 dc 3 e4 2 f6 4 e5 2 d5 5 2 xc4 2 b6
  (a) 6 \( \text{d} \) 64
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1 d4 d5 2 c4 c6
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                           70
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1 c4
  (a) 1 ... e5 2 원c3
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